

5

Heroes of the Mists

Ravenloft



Step into the Land of the Mists in this
revised & expanded guide to the world of RAVENLOFT
by "JESTER" DAVID GIBSON

Heroes of the Mists



Credits

Written By: “Jester” David Gibson

Art By: Kayla Cline and Public Domain

Edited By: The Fraternity of Shadows

Fraternity of Shadows Ravenloft fan site & forums
fraternityofshadows.com



Preface

Welcome to *Heroes of the Mists*. Again.

What you're reading now is a revision of the product I released back in 2016, updated and released using Adobe *InDesign* rather than Microsoft *Word*. I've been trying to learn *InDesign* for a couple year now and finally managed to get past the logical hurdles enough to produce this book. This is still my first attempt, so please forgive any roughness in the layout.

Work on *Heroes of the Mists* began long ago, in October 2013. Following the *Dungeons & Dragons* 5th Edition playtest, I began brainstorming ideas on the [Fraternity of Shadows message board](#), debating how to handle aspects of the setting such as “madness” and “Dark Powers checks”. Content like *Dark Shadows* took shape in July 2014, prompted by the release of the *D&D* Basic Rules.

While initially planned as a free document discreetly shared between fans, when the [Dungeon Masters Guild](#) permitted RAVENLOFT content, I released *Heroes of the Mists* to support RAVENLOFT for a wider audience. And yes, I feel guilty charging for a book I once planned to give away.

I imposed a few hard rules upon myself for this project:

First, I wanted to make as few changes to the lore of the setting as possible. While I reserved the right to add details or try and resolve continuity issues, I wanted to avoid setting out to “fix” pet peeves or personal complaints.

Second, I wanted to design rules for the current edition, not for an older edition in the language of the new edition. I wanted to write 5e Horror rules, not 3e Horror rules to use on 5e characters.

And third, I wanted to give people options to let them make the game their own, even if they were options I wouldn't personally use. Such as the gargoyle, for people who mechanically wanted to play a dragonborn in a world where a man-dragon simply did not work.

“Jester” David Gibson
March, 2019

DUNGEONS & DRAGONS, D&D, Wizards of the Coast, Ravenloft, Forgotten Realms, Eberron, the dragon ampersand, and all other Wizards of the Coast product names, and their respective logos are trademarks of Wizards of the Coast in the USA and other countries.

This work contains material that is copyright Wizards of the Coast and/or other authors. Such material is used with permission under the Community Content Agreement for Dungeon Masters Guild.

Heroes of the Mists, Revised ©2018. David Gibson, 5 Minute Workday Publishing, and Quote the Raven. Published under the Community Content Agreement for Dungeon Masters Guild.

ISBN: 978-0-9937524-9-0

Contents

Preface	2		
Introduction	4	Chapter IV: Backgrounds	53
Common Knowledge	4	Backgrounds for the Mists	53
Horror and Heroes	4	Optional Rules	63
Chapter I: Doomsday Gazetteer	5	Chapter V: Customization	64
The Core	5	Feats	64
Clusters	12	Dark Shadows	66
Islands	14	Chapter VI: Equipment	74
Chapter II: Races	17	Weapons	74
Common Races	17	Chapter VII: Faiths	78
Dwarves	17	Unspoken Pact	78
Elves (Faeries)	18	Gods in the Mists	79
Halflings (The Little People)	19	Chapter VIII: Treasure	83
Humans	19	Awarding Treasure	83
Uncommon Races	21	New Magic Items	84
Aasimar	21	Artifacts	92
Caliban	22	Chapter IX: Campaign Options	94
Changelings	24	Adventuring Options	94
Dhampyr	24	Altered Magic	95
Gargoyle, Dread	26	Curses	96
Genasi	29	Dark Powers Checks	98
Giomorgo	30	Fear and Horror	103
Gnomes	33	Mistways	105
Half-Elves (Fey-Touched)	33	Resonance	105
Kalashtar (Dream-Touched)	33	Also by 5 Minute Workday	107
Kenku (Ravenkin)	34		
Shifters	34		
Tieflings	34		
Warforged	35		
Height and Weight	35		
Chapter III: Classes	36		
Artificer	36		
Barbarian	38		
Bard	39		
Blood Hunter	42		
Cleric	43		
Druid	43		
Fighter	44		
Monk	44		
Paladin	46		
Ranger	46		
Rogue	47		
Sorcerer	50		
Warlock	51		
Wizard	52		

Introduction

Ravenloft is neither the name of the planet, nor the name of a land. Ravenloft is an ancient castle in the land of Barovia, a nation that lies at the heart of the continent known as “the Core”.

The world itself has no name, simply being known as “the world”. To some it’s called the “Land of the Mists”. Travellers from distant lands sometimes label the world the “Demiplane of Dread” but locals laugh at that hyperbole. Others have called the world such things as a prison for the damned, a crucible for the virtuous, or a realm of fear. To you, it’s simply “home”.

Common Knowledge

Many beliefs vary from land to land, as people disagree on what is true and what is myth. But the majority of the Core’s inhabitants commonly accept the following as facts:

Magic Is Real. It’s widely accepted that magic exists, but it’s disputed if magic is an abomination or part of the natural order. Most folk never witness displays of true magic but still accept that it exists.

People Are Isolated. The average person lives their entire life within thirty miles of where they were born. The farthest most folk travel is the neighbouring town or village.

Monsters Are Real. The majority of people die from natural causes, never having encountered a creature of the night. Regardless, it’s agreed that monsters are very real and that dangers lurk in the shadows.

Superstitions Work. As monsters are real and dangerous, adherence to ritual is what keeps people safe. By strictly adhering to tradition, tragedy is avoided.

Humanity Is Predominant. The various inhuman races are rare, almost unknown in many lands. At best they’re viewed as less than human, and at worst they’re seen as beasts or monsters.

Technology Advances. The progress of science has created modern wonders, such as clockworks, firearms, gaslights, and some steam power.

The Gods Are Silent. While prayers are sometimes answered, the gods themselves don’t speak directly to mortals. Some claim to hear the voice of god, but these are called madmen as often as they’re called prophets.

Do Not Anger The Vistani. Vagabonds by nature, Vistani are often considered thieves, but these gypsies can also be entertainers, traders, craftsmen, and mystics. Despite widespread fear and mistrust of

the traveling folk, the potency of their curses and use of the Evil Eye keep the Vistani from being barred from towns.

Beware The Mists. Cool white fogs borders the known lands. It’s easy to become lost in the Mists, which have been known to snatch travellers, depositing them in faraway lands or even other times.

Magic Is Unreliable. Outlanders from distant lands complain that magic does not work as it should: it can’t detect morality, travel between nations, accurately divine the future, or cross into other worlds. Even those spells that do work sometimes have unintended consequences.

Horror and Heroes

RAVENLOFT is a world of terrors, a campaign setting created for the DUNGEONS & DRAGONS roleplaying game. RAVENLOFT is a land where the common threats are not beasts pulled from Greek Mythology or High Fantasy, instead coming from Gothic tales, folk tales, and old horror films. Beasts like the chimera or mantichore are rare, and it’s instead a world of vampires, werewolves, ghosts, and hags.

For the inhabitants, their world is not a place of nightmares. Wicked gods rarely cause dramatic events that shake the land, armies of orcs don’t rampage across the countryside, and huge dragons seldom burn whole villages. The occasional person might die a mysterious death or vanish under suspicious circumstances, but most folk live relatively normal lives in peace before dying a mundane death. Yet there are still horrors: monsters lurk in the shadows, in the woods, in the ruins, and in the dark places even the brave fear to walk.

While there are no dragons, neither are there shining knights wielding radiant swords, righteous holy warriors with unwavering faith, and magi who flaunt their control over the fundamental forces of the universe. Such bravery is rare, and champions that flagrant become easy prey for the forces of the night.

Heroes in RAVENLOFT are a different sort, not choosing a life of adventure for glory or wealth. Usually they have the life of a hero thrust on them. They’re unlikely to turn the tide against the forces of evil or save the world. Many will not even be remembered for their deeds, save by the people whose lives they saved. But, for these heroes, that is enough.



Chapter I: Doomsday Gazetteer

There are many disparate nations in the Land of the Mists: some are connected to other kingdoms forming large regions, while others lands are isolated, all alone in the Mist.

The Mists are the defining feature of the world, acting as border and boundary. These cool white banks of fog stretch across the horizon, obscuring the distant lands beyond the Core. Many nations were once completely obscured by the Mists until it rolled back to reveal its neighbouring lands.

The Core

The dominant continent in the Mists is known as the Core. It's the hub of high culture and trade.

Seas flank the continent to the east and west, and a steep mountain range cuts across the middle of the landmass, geographically dividing the land. The south and west are heavily forested, the woods becoming denser and wilder further from the coast. Plains stretch across the east, while the northern Core is a mix of terrain: rough plains broken by woods and marshland. Near the center of the continent is a massive fog-filled chasm: a wound in the landscape where two lands were seemingly destroyed.

The Central Lands

The central lands of the Core are dominated by rocky terrain and steep mountains. Small settlements are tucked away into valleys and dales while roads weave through narrow mountain passes, bridging east and west.

Barovia

Government: Monarchy

Demonym: Barovian

Language: Balok

Capital: None

The isolated rural nation of Barovia lies deep in the shadows of the Balinok mountains. Barovians are a superstitious folk, fearful of the night. Quiet and suspicious, Barovians prefer to have few dealings with outsiders. Despite this, the Old Svalich Road cuts through Barovia; one of the safer trading routes across the Core, the road brings frequent traders and merchants through the land. The ruler of the land is Count Strahd von Zarovich XIII, who rules from Castle Ravenloft perched high atop soaring cliffs that overlook the small Village of Barovia. "The devil Strahd"—as he is known by the populace—is a distant ruler, who delegates the day-to-day matters.

Borca

Government: Feudal Despotism

Demonym: Borcan

Language: Balok

Capital: Levkarest

Similar to urbane Dementlieu in attitude and rural Barovia in blood, the mountainous nation of Borca is a land of intrigue and betrayal, secrets and poison. Borca is the most advanced nation in terms of economics, with powerful banks and a culture of written contracts. The land is ostensibly ruled by the landowners, but all property has fallen into the hands of the Boritsi family. A sizable aristocracy remain, but all nobles are now vassals of the Boritsi family, and their position is tied to their popularity. The current mistress of the Boritsi family is Ivana Boritsi, who took the position after the death of her mother, Camille. Borcans are deeply religious, and the nation is also the seat of the Home Faith, the original branch of the Church of Ezra. There is also a powerful criminal element. Opposed to the Dementlieuse squabbling gangs, Borca's criminal syndicates are old and centered around tight-knit families.

The Shadow Rift

Government: Monarchy

Demonym: Arak

Language: Elven

Capital: Esmerth

Not a true nation, the Shadow Rift is a hole in the world left when two lands were wrenched from the Core, leaving a vast chasm. Steep cliffs abruptly drop away from the adjacent lands, ending in a tenebrous mists. The inhabitants of Tepest have long claimed that the Rift is home to creatures of dark magic and hideous monsters. While little is known about its inhabitants, there is increasing rumours that beings known as "Shadow fey" call it home.

The Eastern Lands

Faith dominates the eastern lands, be it religion, superstition, or magic. Technology is less advanced in the East, with medieval chivalry still having sway.

Hazlan

Government: Ethnocratic Despotism

Demonym: Hazlani

Language: Vaasi

Capital: Toyalis

The rough and mountainous nation of Hazlan is a purveyor of illicit goods including opium, slaves, and magic. Hazlan is one of the few lands with

schools that openly teach arcane magic and its merchants trade simple magic items such as potions and tonics. Hazlan is ethnically divided, with the lower class Rashemani being little more than slaves and the upper class Mulan ruling unquestioned. Despite being outnumbered a hundred to one, the Mulan keep their authority through use of force and religion, with the fatalistic teachings of the Lawgiver used to limit uprisings.

Nova Vaasa

Government: Aristocracy

Demonym: Nova Vaasan

Language: Vaasi

Capital: Kantora

A nation of contrasts, Nova Vaasa is a land of cramped cities and wild plains. The vast majority of the land is covered in open prairie known for two things: grass and horses. Most of the population lives in congested cities surrounded by farms and ranches. Nova Vaasa is the center of the Church of the Lawgiver, a strict religion that rewards obedience and servitude. The people are sharply divided into the poor and the wealthy nobility led by Prince Bolshnik. Because of the influence of the Church, rebellion is unheard of, but violent crimes and vice are rampant in the cities.

Tepest

Government: Theocratic Aristocracy

Demonym: Tepestani

Language: Tepestani

Capital: None

This mountainous and wooded rural land lies nestled between the mountains of southeastern Darkon and the eerie chasm of the Shadow Rift. The Tepestani have always been superstitious, avoiding the menacing woods out of fear of the witches, goblins, and fey lurking inside. When the neighbouring lands of G'henna and Markovia vanished during the Great Upheaval, the religious leaders blamed blackest magic and the fey. The Church of Belenus began purging their lands of monsters and those tainted by magic, such as witches, caliban, and fey-touched. These inquisitors work tirelessly to protect their flock and cleanse corruption with fire.

The Northern Lands

The northern Core features a wide variety of terrain, people, and cultures. It is the intellectual and scholarly heart of the Core.



Darkon

Government: Monarchy

Demonym: Darkonian

Language: Darkonese

Capital: None (formerly Il Aluk)

Dominating the northern half of the continent, this sprawling land is ruled by its undying king, Azalin Rex. Darkon is a cosmopolitan nation and it's more common here to see non-human races, such as dwarves and elves. There are many communities comprised of demihuman races that are largely unknown elsewhere in the Mists. Magic is also more accepted in Darkon and there are places it's openly taught. Many trace their family lineages to Darkon and immigrants often discover a forgotten heritage or long lost kin.

Lamordia

Government: Aristocracy with republican settlements

Demonym: Lamordian

Language: Lamordian

Capital: None

The north-western corner of the Core is a windswept land known as much for its adherence to science and logic as it is for its cold and snowy winters. Lamordians are a hardy folk who believe they can survive anything through willpower and hard work. The residents are noteworthy for having few superstitions, often being rational to a fault. Many of the Core's recent advances in technology have come from Lamordia including clockworks, medicine, and firearms. After the destruction of Il Aluk, Lamordia has become the center of academia in the Core.

Necropolis

Government: Despotism

Demonym: Necropolitan

Language: Darkonese

Capital: Necropolis

Once known Il Aluk, the bustling metropolitan capital of Darkon. The city was destroyed in a magical disaster known as the Requiem. The disaster killed every living inhabitant and animated them as undead creatures. A cloaked figure known only as "Death" now rules the city. The black magical energies remain, slaying anyone who enters the city the animating them as an undead monstrosity. Today, the city is entirely populated by the walking dead, carrying out a mocking semblance of ordinary life.

The Southern Lands

The dense woods of the Great Forest dominate the southern Core. There are few roadways save the rivers and few laws save those of nature. Wolves and fey creatures fill these forests, and there are stretches where humanity has never set foot, where the trees have known neither axe nor fire.

Invidia

Government: Despotism

Demonym: Invidian

Language: Balok

Capital: Karina

The inhabitants of Invidia are a passionate folk, wearing their emotions on their sleeves, and hot words quickly become drawn daggers. Rulership of the land is taken by violence, with the current tyrant, Malocchio Aderre, having seized control from the Vistani witch Gabrielle, who herself killed the previous lord, Bakholis the Black Wolf. The inhabitants struggle under the oppression of their current lord, who rapidly ascended to dominance with his growing army of mercenaries and loaned Falkovnian troops. His rule is marked with the purge of all Vistani within the nation, a violence which has begun spreading beyond Invidia's borders into Borca.

Kartakass

Government: Meritocracy

Demonym: Kartakan

Language: Vaasi

Capital: None

At the southern edge of the Balinok Mountains is the rough, wooded nation of Kartakass. A nation of singers, storytellers, and poets, each settlement is ruled by a Meistersinger chosen in an annual singing competition. Kartakass' western border is the start of the Great Forest, which stretches across several nations and is renowned for its wolves: the singers of beasts. While Kartakass' merchants are almost as renowned as its singer, the rural nation conducts little trade and has little influence on affairs in the Core.

Sithicus

Government: Despotism

Demonym: Sithican

Language: Elven

Capital: Hroth

The haunted southern reaches of the Great Forest are increasingly obscured by Mists, with the trees growing tall and broad. Here lies the enchanted woodland of Sithicus, populated by assorted fey







beings, including several communities of elves. Time flows strangely in the borders of this land, with travellers emerging to find days have past when they expected weeks, or months instead of days. Within the borders of this land, all roads and trails seem familiar and all landmarks seem recently passed, so travellers must be constantly wary lest they become lost. The land is ruled by the dwarf, Azrael, who assumed command after the disappearance of the land's former ruler, an undead knight known as the Black Rose.

Valachan

Government: Monarchy

Demonym: Valachani

Language: Vaasi

Capital: Rotwald

Farthest west of the forested nations, the isolated land of Valachan is bordered by the Mists on two sides and the faerie land of Sithicus on a third. Its population is inherently quiet and reserved, valuing self reliance: a Valachani that can't survive in the wild or shoot a bow is incomplete. Despite their independent streak, the populace has a strong bond of family, and regularly celebrate milestones with festivals. Valachani are wary of "book learning" and the trappings of civilization, such as those found in more northerly domains. The local lord, Baron von Kharkov, rules firmly with his private army of enforcers, but does not harm his people if they pay their taxes.

Verbrek

Government: None

Demonym: Verbreker

Language: Mordentish

Capital: None

Few people hail from the wooded nation of Verbrek, and the population of this uncivilized land is mostly trappers and hunters living in a few well defended homesteads. Its true inhabitants seem to be wolves, which can be found in large packs roaming the countryside with impunity. While alone in the woods of Verbrek, even humans easily become prey to the wolves

The Western Lands

The cultural hub of the Core, the West is known for its urban areas and cultivated farmlands. While not densely populated, it contains some of the largest cities in the Mists.

Dementlieu

Government: Republic

Demonym: Dementlieuse

Language: Mordentish

Capital: Port-a-Lucine

The nation of Dementlieu is well known for its squabbling noble families and courtly intrigue, and their perpetual hidden loyalties and endless secrets. The land is sharply divided between the nobility with wealth and power and those living in urban poverty. Because the wealthy provide some social programs, such as food distribution or literacy education, they believe their benevolence gives them the right to use their power on a whim. In general, the Dementlieuse are a cultured people who appreciate beauty and learning of all forms, but also follow a rigid system of etiquette. Dementlieu is one of the few places in the Core with a large enough population of idle rich to support a flourishing culture of high art.

Falkovnia

Government: Military Despotism

Demonym: Falkovnian

Language: Falkovnian

Capital: Lekar

The militaristic nation of Falkovnia is the breadbasket of the Core, but its king cares little for its rich fields, only valuing military conquest. While its armies are highly trained and well equipped, they have lost every skirmishes against their more technologically advanced or magically equipped neighbouring nations. The Falkovnian people live in fear, with the nation's cities being grim and devoid of any aesthetic sensibilities. Series of tall pikes line the roads into cities, with impalement being a common punishment. At birth, all Falkovnians are branded with the symbol of a hawk, the seal of the King Fuhrer, to remind every citizen of what they are: property of the state.

Mordent

Government: Aristocracy

Demonym: Mordentish

Language: Mordentish

Capital: Mordentshire

This small bleak rainy nation shares a people and loose culture with Dementlieu to the north. Mordent is a quiet rural nation of farmers and fishermen. It's noble families moved north to the courts of Dementlieu, leaving abandoned manor homes dotting the countryside. Tracks of dense forest crisscross the landscape, encroaching onto the forgotten estates, while desolate moors and



heaths covering the remaining land. The ailing Lord Jules Weathermay rules the nation from his grand estate, Heather House. Despite being seen as the unquestioned lords of the land, the Weathermay family rules lightly, leaving the villages largely autonomous.

Richemulot

Government: Aristocracy

Demonym: Richemuloise

Language: Mordentish

Capital: Port-a-Museau

The courtiers of Dementlieu dismiss Richemulot as quaint, considering its people as they would a mimicking young relation. The nobles of Richemulot attempt the high fashion and courtly intrigue of Dementlieu or Borca, but it's a poor imitation. The aristocracy of Richemulot is more open, as people are defined as much by their wits and skill as their wallets, allowing the cunning and proficient to ascend in social status. Richemuloise society is largely unstratified, with much of the poor living somewhat comfortably. To some extent this is because the true wealth valued in Richemulot is information, which is exchanged and brokered like any commodity; the poorest baker can ascend to nobility if they learn a secret and know how to leverage that knowledge. The cities of Richemulot are large but mostly abandoned, and the nation can house a much larger population that it currently hosts. The many abandoned streets and vacant homes are filled with a variety of urban pests.

The Eastern Sea

Known as "The Nocturnal Sea", a heavy fog perpetually obscures the water making travel slow and difficult, at times even turning day into night.

Isle of the Ravens

A small island of little significance, with no docks or signs of civilization. It's mostly home to the birds that give it its name. A single tower can be seen near the northern tip of the island, but sailors assume it's abandoned.

Liffe

Government: Oligarchy

Demonym: Liffen

Language: Elven

Capital: Armeikos

A rainy island nation of artists, craftsmen, and singers. The small isle of Liffe is noted for its artisan's skill at mimicking the style (but not the quality) of craft-work from other nation's. There is a growing

middle class in the land, bolstered by trade and the craftsmen. Liffe is also home to one of the few centers of education in the Eastern Core, the College of Liffe. The school was once a monastery but has grown in size over the years, with a focus on instrumental music, philosophy, rhetoric, and poetry.

L'île de la Tempete

This small island is little more than a navigational hazard, being surrounded by sharp rocks and dangerous currents. The only structure on the island is an ancient and tall lighthouse, built to warn people of the dangers of the rocks. Sailors are wary of the lighthouse as the tower is old and no longer entirely reliable.

Nebligtode

Government: None

Demonym: Grabenite

Language: Grabenite

Capital: None

Nebligtode is the name for a cluster of islands in the southern stretch of the Eastern Sea. The two largest islands are Graben and Todstein. Graben's northern shore is home to a number of small villages full of hardy and tradition-bound folk, while the southern half of the windswept isle is uninhabited marsh. Todstein is small, deserted, and battered by cold currents that perpetually chill the island.

Vechor

Government: Despotism

Demonym: Vechorite

Language: Vechorite

Capital: Abdok

This land on the far side of the Nocturnal Sea is seldom visited by outsiders, being an inconstant and shifting nation of chaos and turmoil. Features and landmarks change every few days making detailed mapping impossible: forests seem to rearrange themselves, paths seem to move, and landmarks appear then vanish when unobserved. The weather is equally unpredictable, and snowstorms or pounding rain sweep across the land year round, and both cyclones and pounding hail are not unusual. It is said that the land reshapes itself to suit the whims of its ruler, Easan the Mad.

The Western Sea

Known as "the Sea of Sorrows," this body of water allows trade between the Core and many of the exotic foreign locales as well as swift travel along the coast.



Blaustein

Government: Despotism

Demonym: Blausteiner

Language: Mordentish

Capital: None

What would be a small, insignificant rock under different rulership, Blaustein has become a notorious pirate haven. Cutthroats and privateers from across the Western Sea and its neighbouring waters take leave on Blaustein's accessible ports, and no questions are asked. All manner of illicit goods and pleasures can be found on the island. Blaustein is ruled by the pirate king Bluebeard, who holds court from his castle overlooking the bay and commands fanatical devotion from his men.

Dominia

Government: None

Demonym: None

Language: Balok

Capital: None

This small island is surrounded by jagged rocks and its primary population is hungry wolves. The only human population is the staff and inmates of the Heinfroth's Asylum for the Insane. The Asylum houses the most unhinged and demented minds from across the Core. Noble families pay well to ship their unsound members to the asylum, to rid themselves of the troublesome relation as much as for treatment and rehabilitation.

Markovia

Government: None

Demonym: Markovian

Language: Balok

Capital: None

This uninhabited island is at best a shipping hazard, and its only known population are savage beasts that kill anyone fool enough to attempt to land. The exact nature of the beasts is unknown, as they're not visible from the shore and none have been recovered. Sailors have seen what appears to be an ancient monastery on the southern shore, but why monks would live on such a forsaken land is unknown.

Ghastria

Government: Monarchy

Demonym: Ghastrian

Language: Mordentish

Capital: East Riding

An island of brooding artists, Ghastria is a burgeoning cultural center. While the inhabitants

earn a living fishing or farming, most spend their nights painting, sculpting, or writing. The island attracts tormented youths from across the Core, all seeking their muse. A quirk of the soil renders all food tasteless, so the island conducts a brisk trade with the mainland, importing what food they can in exchange for fish or cultural exports.

Clusters

The Core is not the only continent and there are numerous small lands hidden in the Mists.

The Amber Wastes

A bleak desert wasteland, the temperature is relentlessly hot year round and life huddles around the few oases or areas of shade. Few enjoy travelling to the Amber Wastes, but merchants risk the heat seeking exotic spices or ancient relics, and treasure seekers are often drawn to its ancient ruins.

Har'Akir

Government: Theocracy

Demonym: Akiri

Language: Akiri

Capital: Muhar

The Land of Vanished Empires, Har'Akir is primarily a sandy desert with a few scattered freshwater oases. Sandstorms erode ancient monuments and tombs or hide them beneath layers of dunes. Numerous forgotten or hidden crypts dot the barren craggy cliffs along the land's eastern border. The Akiri make their homes amid the ruins of past glories, with the majority of the population dwelling around the freshwater Muhar Oasis.

Pharazia

Government: Thearchy

Demonym: Phazarian

Language: Phazarian

Capital: Phiraz

The endless scorching deserts of Pharazia are as merciless as its god: Diamabel. The dunes shift endlessly, revealing rocky outcroppings before vanish, with a few scattered oases breaking the bleak tedium of the landscape. These oases feed the land's muddy rivers, which are rife with crocodiles that spend their time sunning themselves or lurking in the muck. Most Phazarians make their home in the capital of Phiraz, ruled over by the divine being, Diamabel the Righteous. The beauteous and majestic Diamabel rules directly, with no clerics or temples. A few nomadic Phazarians also make their living in the desert, trading with Har'Akir or other lands.

The inhabitants of Phiraz and the desert nomads seldom intermingle, and Diamabel has a dim view of outsiders.

Sebua

Government: None

Demonym: Sebian

Language: Wildspeak

Capital: None

A desert wasteland of forgotten evils and lost secrets. The sun blasts the trackless sand dunes, barren rocky flats, and cracked crimson earth. While oases are plentiful in the desert, the majority of these waterholes are tainted, full of brackish water and swarming with hungry mosquitoes. The cities of Sebua lies ruined and abandoned, the population having fled. The sole inhabitants of the land are the wild children of Anhalla, who are feral but shy.

The Frozen Reaches

Crushed under the oppressive cold of an eternal winter, the Frozen Reaches are an inhospitable regions. The inhabitants of this cluster are continually threatened with death from starvation or the hostile environment.

Sanguinia

Government: Monarchy

Demonym: Sanguinian

Language: Sanguine

Capital: Tirgo

Rough and mountainous, Sanguinia is a merciless land of treacherous slopes, sharp winds, and piercing snows. The few trails through the mountains are impassible for much of the year as snow and avalanches block passage. Sanguinians survive despite their hostile environment and respect perseverance and endurance. The small farms grow hardy winter grains on small plots of land and raise livestock in more sheltered valleys. Sanguinians can be honest to a fault, and have no tolerance for dishonesty or trickery. They're a practical people who value the simple things: life is short and death is sudden, so it must be enjoyed to its fullest. The land is ostensibly ruled by Prince Ladislav Mircea, but the monarch confines himself to Castle Guirgiu for months at a time. His taxes are steep but he otherwise leaves the local settlements to manage themselves.

Vorostokov

Government: Kratocratic despotism

Demonym: Voros

Language: Voros

Capital: Vorostokov

This land is wide valley surrounded by a ring of rough mountains. The mountains trap storms, perpetually burying the region under a thick white blanket of snow. Brutal winds cut across the plain, bringing with them weekly blizzards. Herds of slender reindeer struggle to survive on roots, bark, and lichens. The land's shrinking population of humans struggle to survive on nuts, bark, and whatever they can manage to hunt. Packs of hungry wolves roam the wastes, picking off weak reindeer and unsuspecting humans alike. Once, the Voros were hospitable and boisterous, full of warm humour and delight. While they still prize socialization, they have grown suspicious, their spirits dimming with each year of winter.

Shadowlands

A land of nobles and knights, this nation is well-protected yet plagued by hidden evils. The knightly order of The Circle uses the Shadowlands as it's base of operations; its members—Knights of the Shadows—are respected as defenders of the common folk.

Avonleigh

Government: None

Demonym: None

Language: Nidalan

Capital: None

Perpetual twilight cloaks the haunted woods of Avonleigh, the majority of which is the eldritch Phantasmal Forest, which encircles the Shadowlands, separating Nidala from the misty border. This dense woodland is choked with black trees wrapped in grasping vines and tangles of brambles, while the underbrush is thick with rotting logs, mosses, and toadstools. The Phantasmal Forest echos with ghostly sounds, such as eerie laughter, cries, sobbing and screams. The remains of the King's Highway cuts through the western stretches of the forest, its ancient cobblestones shifted by time while weeds work their way through the cracks. But the road is still traversable, passing by Forenoon Abbey and several old abandoned estates.

Nidala

Government: Nidalans

Demonym: Nidalan

Language: Nidalan

Capital: Touraine

The righteous land of Nidala is populated by followers of the god, Belenus. One of the deity's

most ardent followers is the paladin, Elena Faith-hold, who rules the kingdom with the aid of her loyal knights. Faith-hold shares her interpretation of Belenus' will with the population through Decrees of Faith. These Decrees forbid a variety activities and those who violate a Decree are publicly punished. Nidala is plagued by Banemaw, a wicked dragon that barely kept in check by Faith-hold. Despite Faith-hold's efforts to contain the beast, Banemaw ravages the occasional village, leaving no living witnesses to its assault. The constant threat of the dragon and endless moralistic decrees of their Knight Protector have sapped the joy from the grim population, leaving them exhausted and morose.

The Verdurous Lands

This small continent is mostly untamed jungle filled with dangerous creatures. The northern region is the land of Sri Raji, which is known for its spices and teas along with the colourful clothes of its inhabitants.

Saragoss

Government: Kratocracy

Demonym: None

Language: Any

Capital: The Vengeance

Filling the waters north of Sri Raji, the Saragoss consists of a mass of seaweed, flotsam, and mire floating in the sea. Dozens of shipwrecks are trapped in the seaweed. The thick seaweed is often covered by a thin mist that obscures it from sight, trapping unwary vessels. Countless derelict ships from lands

near and far have been ensnared by this seaweed net. Beneath the surface is a vast forest of kelp, stalked by undead, sharks, and barracudas. Deeper still is a graveyard of sunken ships, the final fate of all vessels trapped in the seaweed.

Sri Raji

Government: Theocracy

Demonym: Rajian

Language: Rajian

Capital: Muladi

Sri Raji is covered in tropical rainforest dotted with crumbling ruins and ancient cities. The land is rife with a wide assortment of tropical plants and animal life. Rajians are deeply religion, holding religious conviction above all else, so all cities in the nation have several large temples. The few inhabited settlements are ancient and weathered, walled bastions surrounded by farms, ranches, and rice fields. Within the cities are great centers of learning and grand markets. However, the streets are mud, strewn with corpses, dung, and crowded with throngs of beggars. In stark contrast, the buildings are majestic and colourful, with the grandest having polished stone and masterful friezes. The University of Tvashti mixes religion and science, having large temples and equally large libraries.

The Wildlands

Government: Kratocracy

Demonym: None

Language: None

Capital: None

Humanity is unwelcome in the Wildlands. It is a realm of beasts, an untouched wilderness free from civilization. The northern half of the land is covered in thick rainforest that thins to the south, becoming a stretch of savanna to the eastern half. The Wildlands seethe with life: birds and monkeys dominate the rainforest, crocodiles lurk in the northern swamps and waterways, and the savanna is populated by antelope, lions, warthogs, hyenas, giraffes, elephants, and zebras. The massive plateau in the middle is home to gorillas.

Islands

Entirely isolated by the Mists and bordering no other lands, these nations are nicknamed "islands of terror" and vary in size from a few miles across to the size of a large country.

Bluetspur

Government: Kratocracy

Demonym: None

Language: None

Capital: None

The mist-shrouded land of Bluetspur is a bleak, and blasted wasteland with no signs of animal life. While



the rough terrain is covered in molds and fungi—some glowing with a curious phosphorescence—there are virtually no common plants. Bluetspur is seemingly uninhabited: during the brief period when land was part of the Core, the only human inhabitants fled the land for Barovia, before the Mists rose up again. The crude shelters and homes of the former population remain, and any possessions left behind lie untouched. It's rumoured that beneath the ground there are series of caverns and tunnels sprawling out in all directions, carved with unnatural architecture. Who or what carved these tunnels is unknown, and no scholar who had investigated these passages has returned.

Farelle

Government: None

Demonym: Farellian

Language: Lamordian

Capital: None

A largely uncivilized and wild land, largely covered by forests filled with dangerous predators. The only civilization in Farelle are two towns: Kaynis in the northwest, and Mortilis in the southeast. While both villages are surrounded by farmlands, neither village is truly independent and must rely on the other for crops and goods. Merchants, tinkers, and travellers are common on the road between the two lands. However, the few inhabitants of the land are wary of the forests, and never venture off the road and into the woods. The road extends out beyond the two villages where it vanishes into the Mists, and merchants from other lands occasionally find themselves on the road.

G'Henna

Government: Theocracy

Demonym: G'hennan

Language: Balok

Capital: Zhukar

G'Henna is a starving land of religious zealotry. Much of the food produced by the populace is sacrificed to their deity: Zhakata. The nation is a bleak wasteland, beaten by the wind and sun that drain the soil of life, devastating crops and weakening herd animals. Daily life for the G'hennans is based around supplication to their deity and there are numerous traditions and ceremonies that must be attended to with solemn dedication. This constant devotion and sacrifice tires the populace, who long ago became grim and humourless. G'hennan religion states that Zhakata has two forms: the Destroyer—to whom they must sacrifice—and the Provider—whose arrival heralds a time of prosperity. Allowed to keep just enough food

to remain alive, G'hennans pray for fervently for the arrival of the Provider. The ruler of G'hennan is Zhakata's High Priest, Yagno Petrovna. He preaches several times a week and commands the hierarchy of the church, which is the sole authority in the land. Priests of Zhakata perform all civil and martial tasks for the state.

Nosos

Government: Plutocracy

Demonym: Nosi

Language: Nosi

Capital: Nosos

Nosos is a heavily industrialized nation at risk of becoming buried under its garbage and toxins. A single large city encompasses the majority of the land, with the limited countryside beyond the city limits being its overflowing garbage heap. Smoke from refineries and coal mines fills the air, factory runoff chokes the river, while rotting vegetation and raw sewage clog the streets. A layer of grey-yellow grime coats everything. The only open green spaces are behind the walls of noble estates, which are the only areas free of refuse. But even behind the walls the city's pervasive stench is omnipresent. The wealthy rule Nosos, rich from exporting manufactured good to other lands while tightly controlling the import of food. The ruling class is incredibly paranoid of disease, which they attribute to the filthy underclass.

Odiare

Government: Geniocratic Democracy

Demonym: Odianan

Language: Odianan

Capital: Odiare

This land is little more than a single solitary fog-shrouded village encircled by the Mists. At first glance the city seems clean and orderly, with the smooth cobblestone streets free of waste and beggars, and the respectable homes and shops tidy and organized. Upon closer inspection, the village is sparsely inhabited and most of the buildings are beginning to showing wear from age and the elements. Odianans are young, with few inhabitants being older than thirty. They live simple lives, growing what food they can in small gardens and repairing what they can throughout the town. Odianans are a happy people that enjoy song and dance after a day's work, coming across as naive, being remarkably honest and guileless. Their only fear is their bogeyman, Maligno, who reportedly

killed every adults in the village twenty years ago.

Rokushima Taiyoo

Government: Monarchy

Demonym: Rokuma

Language: Rokuma

Capital: None

Across a Mist-shrouded waters is body of water known as the Poison Sea. Located in those waters is an archipelago of four islands. In the native tongue of the inhabitants, “*Rokushima Taiyoo*” translates as “*the Six Islands of the Sun*”. While there are currently four islands, legend states that two sunk into the sea when their ruler was killed. The Rokuma are a reserved people, who follow a strict code of conduct, and strive to live harmoniously with nature. The inhabitants revere spirits known as *kami*, who are believed to dwell in all living things. The honourable warriors of the islands among the most skilled warriors in the Land of the Mists and their sword smiths are second to none. Each island is ruled by a local warlord, the *shujin*. The four current shujin are brothers, each determined to defeat the other and claim their island.

Souragne

Government: Aristocracy

Demonym: Souragniens

Language: Mordentish

Capital: Port d’Elhour

A seaside swampland, over half of the landmass of Souragne is marshy bog full of biting insects, alligators, and ravenous swarms of flesh-eating fish. Deep in the bog are more unnatural menaces, including spirits and the dead. The majority of the populace lives on the drier eastern third of the region. The dark-skinned original population of Souragne was enslaved by immigrants from

Dementlieu. While the slaves were freed several generations back, poverty means many most are not better off. Souragne settlements cramped and uncomfortable: to avoid flooding, settlements are built on the limited areas of high ground, which has led to crowding. Wealthier individuals live on larger plantations with walled estates, which rely on irrigation. The indigenous population is known for Voodan, a spiritual faith that focuses on natural spirits known as *loa*.

Staunton Bluffs

Government: None

Demonym: Bluffer

Language: Mordentish

Capital: Willisford

The small land of Staunton Bluffs is primarily plains dotted with patches of forest. The land is divided into highlands and the lowlands, with the vast majority of the population residing in the later. The only evidence of civilization in the highlands is the Castle Stonecrest and the decaying remnants of a few small villages. The lowlands are not particularly fertile, but with a lot of hard work, the citizens eke out a passable existence. The folk of Staunton Bluffs are not unfriendly, but dour and taciturn during the workweek. Labourers allow themselves two rest days at the end of the week, during which time they drink and become more friendly and talkative. These rest days pass quickly and there is always more work to be done: always another task to finish, a repair to make, or a row of crops to be planted.

Zherisia

Government: Aristocratic republic

Demonym: Paridoner

Language: Zherisian

Capital: Paridon

The small land of Zherisia is entirely comprised by the metropolis of Paridon, with the bleak city completely encircled by the Mists. With its farmland consumed by unnatural fog, the populace has to import much of its food. Gardens cover many of the rooftops and windowsills, and several city parks have been converted to makeshift farms. Dense fog regularly blankets the cities, filling the narrow cobblestone streets and thin alleys with a shroud of grey. Paridon is sharply divided between the rich aristocracy and the hopelessly poor, and socializing outside of one’s class is strictly taboo. Violent crime and vices are common in the poorer quarters of the city, with gambling halls, opium dens, and streetwalkers being all too common.





Chapter II: Races

As she walks through the village green, the half-Vistani feels the eyes of the entire town silently watching her every move with suspicion. Ducking hurled fruit and stones, the caliban ran harder in a desperate attempt to escape the mob and their pitchforks. He struggled against the bonds restraining him to the stake, the fire slowly spreading around his feet, as the inquisitor preached to the crowd about pointed fiend ears and corrupted blood.

Humanity is predominant throughout the Land of the Mists. In some lands nonhuman races are even dismissed as a myth, having never been seen or their appearance dismissed as an unfortunate birth defect. Others view the various demihuman races with fear, seeing little difference between a halfling and a goblin, an elf or a dark fey. However, there are still some lands and settlements where dwarves, elves, and others can be found, though these are rare and isolated.

Additionally, there are a number of races that are more common in the Mists than in other lands, as well as races that are virtually unknown in the worlds and realms beyond the Mists. New Player Character races featured in this chapter are summarized in the table below.

Uncommon Races

Race	Description
Caliban	Humans whose frames were twisted by dark magic
Dhampyr	Living people cursed with vampirism
Gargoyle	Cold stone made flesh and blood
Giomorgo	Children of Vistani gypsies and humans

Common Races

The following races make up the majority of people in the Land of the Mists. By far, humans are the most common races, followed by elves, halflings, and then dwarves.

Dwarves

The dwarves of the Mists are a dying race living in the shadow of past glories. Most dwarves are labourers who throw themselves into their work for lack of a greater cause, performing mundane tasks without zeal or passion. On the whole, dwarves are a foul-tempered, joyless folk whose only joy is the acquisition of treasure.

Dwarves belong to one of three clans: Hreidmar, Fjalaram, or Dvalin. Clan Hreidmar was founded by an ancient dwarven king and the clan views itself as burdened with leadership and noble purpose. However, there are few to lead and the clan elders bicker endlessly, competing for power and authority. Clan Fjalaram is known for its skalds and storytellers, and all dwarven eddas and histories were written by Clan Fjalaram. It's said the clan's muse has forsaken them, and even works of mediocre quality are seldom seen. Clan Dvalin's carvers of runes hold the secret of etching magic symbols into stone. Those with the talent for rune carving are rare, and most of the clan now busies itself with mundane stonework.

The past of the dwarves has become little more than stories. Dwarves tell tales of greatness but can't craft the wonders of their legends or engage in the glorious battles of yore. Their god is silent and their prayers go unanswered, their ancestral heroes all but

forgotten, and even their ancient enemies unknown. Some rare dwarves refuse to let this be the end or—as they put it—“go quietly into the deep”. These brave few are determined to give the world something to remember of the dwarves.

Languages. You can speak, read, and write Dwarvish and a regional language of your choice. Mountain dwarves typically speak Lamordian, hill dwarves know Darkonese, while duergar learn Balok.

Subraces

In the Land of the Mists, dwarves belong to the same nation, with divisions between dwarves related to lifestyle and the family’s profession.

Duergar

Dwelling deep beneath the Balinok Mountains along the Southern Core, Duergar or *caver dwarves* come from families that have spent generations below the surface. From an early age they’re taught to fear and respect the dark, for strange ungodly things lurk below. Their caves once rang alongside the blasted land of Bluetspur, and many of its slithering horrors made their way into dwarven tunnels. The aberrant taint of these beasts has subtly altered duergar dwarves, unlocking mental doors and revealing psionic talents.

Hill Dwarves

Raised in the light of the sun, hill dwarves are craftsmen and traders. Hill dwarves have homes atop or close to the surface, and many live in human communities. The dwarves of Tempe Falls and Corvia mostly hill dwarves.

Mountain Dwarves

Also known as *blackbeards* or *pale dwarves*, mountain dwarves make their living underground. A few still dig for ore and gems but most now delve for the coal and tar sought by the Western nations, especially those dwarves who live in the Sleeping Beast mountain range.

Elves (Faeries)

The fey are the inhabitants of enchanted woods, seldom visited by outsiders. Typically found in the vast forest of Sithicus or the Misted woods of eastern Darkon, the fey are immortal, aloof, and arrogant.

The Fair Folk are timeless, possessing only an academic knowledge of death. While intelligent, they’re erratic and flighty, endlessly procrastinating or wasting years to mundane pursuits; and elf thinks nothing of devoting a decade to a song, dance, poem, or other pleasurable artistic pursuit. At their core, elves are creatures of the forests and spend much of

their time tending to their woodlands and gardens, enjoying the beauty of nature.

Languages. You can speak, read, and write Elven (also known as Sithican) and a regional language of your choice. High elves typically know Mordentish or Vaasi while wood elves typically know Darkonese or Balok.

Subraces

In the Land of the Mists, high elves come from the large southern wood and the land of Sithicus, while wood elves come from the smaller forests and the nation of Darkon. Drow are common near the Shadow Rift, but can be found in any elven community.

High Elves

Sithican elves feel detached from the world. In their heart they believe this world is not their true home and have difficulty forming a bond with the land. This leads them to apathy and disinterest in the larger world, and they often sink into a profound malaise. They seldom maintain their cities and homes, which are now decaying around them. High elves are private and hold lesser races in contempt. Travellers are not always welcome in their enchanted woods.

Wood Elves

Darkonian elves live a nomadic life in their woods and are more flighty and curious. They have been known to steal away things that catch their fancy, be they objects or people. Currently, the wood elves are suffering a time of strife; their prophetic stargazers have predicted the end of days is nearing and—for the first time—the immortal race is wrestling with the foreknowledge of death. They’re not handling the revelation well.

There are a small number of wood elves in Barovia, which are locally known as dusk elves. Please refer to Curse of Strahd for information on these elves.

Dark Elf (Drow)

The Land of the Mists lacks an Underdark. Instead of hailing from a subterranean realm, like calibans result from humans exposed to magic during gestating, drow are elves born or conceived near the Mists or areas of pronounced dark magic. Drow are easily identified by their ash-coloured skin, which ranges in hue from coal black to a slate grey. The hidden land deep beneath the Shadow Rift also produces a number of drow. While Outlanders from beyond the Core sometimes assume all drow are evil, most elves are accepting of drow.

Eladrin and Shadar-Kai

Hidden inside the Shadow Rift is a mysterious race of fey known as the Arak. Their land is a place where the realms of Faerie and the Pale overlap. The Arak are divided into two courts: the *seelie* and *unseelie*, each filled with many different types of fey whose appearance varies depending on personality and allegiance.

The eladrin are members of the seelie court while the shadar-kai belong to the unseelie, with more powerful members of each being respectively known as shee and sithe.

Halflings (The Little People)

By nature the Little People are perpetual children, born happy and fearless. However, they're quickly educated in terror and taught caution. The small halflings found themselves easy prey for the horrors of the Mists. Whole communities now live in a state of perpetual paranoia, always waiting for something terrible to occur, protecting themselves through isolation and secrecy.

Halflings are a quiet and peaceful people who enjoy the simple pleasures of life, which they deny themselves: halflings repress their natural happiness, mute their jovial expressions, replace their colourful fashions in their continual efforts to avoid notice. They settle in forgotten corners of the world or hidden inside human cities. Their homes are built in both secluded valleys and dales that are invisible from the distance, or ensconced between city blocks and overlooked buildings.

Languages. You can speak, read, and write Halfling, which is similar to Mordentish, and one extra language of your choice.

Subraces

Humans categorize halflings as either “lightfoot” or “stout” but halflings have their own names, and divide lightfoot into two different lineages.

Lightfoot

To halflings, lightfoots are known as either Gillesonn or Mórlúrdan. Gillesonn are nomadic and roam the Southern lands of the Core, typically in bands of extended family. These halflings are known for their reputation of finding trouble, but remain more lighthearted than other halflings. Mórlúrdan were once nomadic as well but settled down in secluded villages or in human communities. These halflings are found across the Northern Core from Lamordia to Nova Vassa with smaller communities or neighbourhoods in Tepest, Borca and other lands.

Stout

Known as Casfalt in the halfling tongue, these halflings can be found in the Western lands of the Core such as Dementlieu, Mordent, Richemulot and Borca. Stouts are more cautious than other halflings and slightly xenophobic towards non-halflings. As they have been settled for longer they tend to be more traditional and superstitious.

Humans

Easily the most populous race, humanity outnumbers all the other races nine-to-one and comes in a bewildering variety of colours and cultures.

In the Core, most humans have pale or light-tan skin. They typically have dark hair, although some nations (Lamordia, Nova Vassa) have light brown to blonde hair. Those from the central lands (Barovia, Invidia, Borca) have dark black hair and slightly dusker skin. There are also brown-skinned humans who come from Souragne and the Verdurous Lands. The distant land of Rokushima Taiyoo also has people with dark hair but pale skin and unusually shaped eyes.

Languages. You can speak, read, and write your regional language and one extra language of your choice.

Ethnicities of the Mists

The predominant race in the Mists, humans vary greatly depending on their homeland and ethnicity. Even in the Core, a small continent, there is a great deal of variance among humanity.

Balinok

This widespread ethnicity is primarily found in Borca and Barovia in the central Core, but also more distant G'Henna (and Markovia before it moved). Balinoks are characterized by their stocky builds with broad shoulders, meaty limbs, and wide hips. Their skin ranges from an olive-tan to light brown and dark hair and eyes are the norm.

A subculture is the Gundarakites, who are similar in appearance but ostracized by other Baloks for their minor cultural differences.

Balok Names: (male) Alexandry, Cosmin, Dimitry, Mircea, Ocidiu, Radu, Casile; (female) Bianca, Draguta. Florica, Izabela, Lizuca, Nadezhda, Petra, Simona; (surnames) Anghelescu, Balan, Constantin, Funar, Grigor, Negres, Popescu, Sala, Ungur, Vladimir

Gundarakite Names: (male) Baltasar, Demetrius, Fredek, Istvan. Miklos, Rognvald, Varady; (female) Antonia, Dominika, Horenzia, Jusstina, Orzebet, Serafin, Tzigane, Zsofika;

(surnames) Babic, Brankovic, Davad, Dragic, Ilic, Kasun, Kovac, Loncar, Pavkivic, Zupan

Falkovnian

In the central-western Core, Falkovnians are seldom permitted to venture from their homeland. Fair of skin and hair, their eyes tend to run from hazel to brown. Every native born Falkovnian has the hawk-headseal of Vlad Drakov branded onto their forehead.

Falkovnian Names: (male) Alber, Artur, Felix, Franz, Hans, Ivan, Leopold, Vladimir, Viktor, Wulfgang; (female) Anya, Emma, Greta, Inga, Ingrid, Klara, Marie, Olga, Rebek, Sylvi, Tasha; (surnames) Angerhausen, Bauer, Bloch, Denhardt, Diesel, Faulhaber, Faustmann, Glauber, Goebel, Hammerich, Hauser, Kierkegaard, Lambrecht, Manstein, Oberman, Pfeiffer, Reinhardt, Schenk, Van Volkman, Weiss

Rashemani

One of the two ethnicities native to Hazlan, the Rashemani are a tough and sturdy folk. Short stature, they have skin ranging from olive to a deep bronze, dark eyes, and wild yet straight hair with thick beards.

Rashemani Names: (male) Alpagu, Doukan, Haydar, Kubilay, Nizami, Ragap, Toktampo; (female) Adelet, Bengi, Cemiyet, Feyza, Julide, Roxelana, Sobehat, Zumrut; (surnames) Albaf, Baris, Chergoba, Dyernina, Iltazyara, Katirci, Murnyethara, Sadik, Stayanoga, Teke, Ulmokina

Mulan

The dominant and wealthier ethnicity of Hazlan, Mulan are tall and slim with fine bones but prone to obesity. They have angular features with pronounced cheekbones and noses. Their skin is pale and sallow and their eyes are shades of greys. Their hair would be a dark blond or chestnut brown but is typically shaven daily.

Tattoos are common among the Mulan and are a rite of passage into adulthood. Traditionally masculine tattoos are geometric designs and depictions of legendary beasts while feminine tattoos are flowers, vines, and abstract whorls. Elemental imagery, such as flames or rain, are gender neutral.

Mulan Names: (male) Aoth, Balser, Enevold, Ehput-Ki, Kethoth, Kyrill, Mumed, Ossur, Preben, Ramas, So-Kehur, Taico, Thazar-De; (female) Arizima, Cattia, Helma, Leila, Murithi, Nephis, Neya, Sefris, Trine, Zilla; (surnames) Ankhalab, Anskuld, Fezim, Hahpet, Nathandem, Sepret, Uuthrakt

Lamordian

Predominantly found in the northwestern Core,

Lamordians are lean and tall with wiry limbs but square shoulders. They have well-defined features and have extremely pale skin that is permanently ruddy from their cruel winters. Hair varies from flaxen blond to rich brown and eyes are blue and green hues.

Lamordian Names: (male) Augustin, Berthold, Conrad, Dieter, Hubert, Juergen, Niklaus, Stefan, Werner, Yann; (female) Brigitte, Camilla, Daniela, Erika, Ingrid, Johanna, Katia, Pascale, Teresa, Victoria; (surnames) Acklin, Albrecht, Baertschi, Bertod, Egemann, Geiger, Gisler, Huber, Lautens, Monachon, Riegler, Sforza, Zurcher

Mordentish

While primarily found along the western Core in the lands of Dementlieu, Mordent, and Ghastria. People claiming Mordentish ties can be found on many smaller islands in the Mists, such as Souragne. Mordentish people are fair-skinned with eyes of blue, green, or gray. Common hair colors are blond and brown, though many other hair colors are known.

High Mordentish Names: (Male) Claude, François, Gaston, Georges, Gerard, Henri, Jacques, Louis, Luc, Mathieu, Michel, Phillippe, Remy, Renard, Thibault (female) Adélaïde, Adèle, Brigitte, Danielle, Désirée, Emmanuelle, Giselle, Isabelle, Jacqueline, Monique, Sabine, Sophie, Valerie, Vivienne, Zoé; (surnames) Alard, Beauregard, Camus, Chevalier, d'Aubec, d'Espivant, Deneuve, Durand, Garnier, Gauthier, Jean-Aubry, Larroquette, Laurier, Marceau, Moreau, Renault, Roche, Soulette, Thibedeaux, Tourette

Low Mordentish Names: (male) Alfred, Andrew, Brian, Charles, Christopher, Edward, Elias, George, Henry, Isaac, James, Jonathan, Lawrence, Matthew, Nathaniel, Oliver, Richard, Robert, Samuel, Stephen, Theodore, William; (female) Abigail, Annabeth, Beth, Candace, Dorothy, Elizabeth, Emily, Grace, Katharine, Lillian, Lucile, Margaret, Martha, Mary, Ruth, Sarah; (surnames) Abbot, Archer, Bennett, Carpenter, Collier, Dole, Fisher, Fletcher, Garrett, Laydon, Mutton, Powell, Reade, Sexton, Sullivan, Sykes, Towtales, Unger, Weaver

Tepestani

The Tepestanis are found in the northeast-central Core. A muscular and handsome people, their fair skin often has freckles and their eye color is typically green or blue. Hair color ranges from strawberry blond to brown, though many are redheads.

Tempastani Names: (male) Berrin, Brion, Calvagh, Colm, Donagh, Dougal, Eamon, Fearghal, Fergus, Garvan, Hewith, Keane, Liadan, Lochlan, Murtagh, Nealon, Oran, Patrick, Rafe, Reardan, Rory, Rowan, Seamus; (female) Aisling, Brigid,

Cara, Darina, Deirdre, Eileen, Enya, Fiona, Jocelyn, Keira, Maeve, Moira, Molly, Noreen, Rosaleen, Rose, Siobhan, Slaney, Tallula, Tressa; (surnames) Aiken, Athey, Baggett, Baird, Brynnock, Byrne, Callahan, Cochrane, Connolly, Conroy, Darby, Donlan, Doyle, Fitzpatrick, Gavaghan, Hennessy, Kilcullen, Kilgore, Lydon, Nolan, O'Bannon

Vaasi

Dominating the southeast Core are the rugged people of Nova Vaasan heritage. Average of stature, they possess stout limbs and wide hips gained through generations of horsemanship. Their facial features include angular chins, prominent cheekbones, and wide, full-lipped mouths. Skin color is usually pale and ruddy, though pale olive or sallow skin are not unusual. Eye color is usually dark green or gray, while hair color ranges from dirty blond to black, with darker colors being more common.

Vaasi Names: (male) Andor, Christer, Erik, Fraanse, Gunnar, Ivaar, Konraad, Mikaal, Olav, Rudolf, Tor, Ulf, Viggo, Warnaar; (female) Anja, Dagmar, Else, Grete, Helena, Inge, Lucia, Magda,

New Races

In the secluded corners of the Land of the Mists are inhuman races that are unknown in other lands. While only found in the Land of the Mists, these races are far from commonplace or accepted. Superstitious commoners might react with fear and isolated villages might assume them to be monsters.

These uncommon races remain optional, and their availability (or even existence) is determined by the Dungeon Master.

Calibans: Humans corrupted by dark magic before birth, calibans take the place of half-orcs, as orcs are unknown in the Mists.

Gargoyles: Stone covered elemental guardians, gargoyles replace dragonborn, who are not native to the Land of the Mists.

Giomorgo: The half-Vistani have a mixed heritage, with one parent being human and the other belonging to a wandering tribe of gypsies.

Dhampyrs: Touched by undeath, dhampyrs are living beings with some of the powers of vampires.

Marta, Sofie, Thora, Ulla, Vanja, Vita; (surnames) Arneborg, Bakhvalova, Claussen, Damsgaard, Ebel, Ejlersgaard, Eriksen, Gimsing, Halkenhvad, Hvass, Jankowski, Kasproicz, Matschewski, Nowak, Partyka, Skaarup, Thodberg, Wajda, Zinck

Valachani

From the southwestern woods of the Core, the Valachani are tall and muscular, with wide shoulders and long, sturdy limbs. Despite being relations of the Vaasi, Valachani skin color is a dark coffee brown, though it can range from a creamy tan to a charcoal black on occasion. Eye color is almost always dark brown, but every once in awhile an odd individual with bile-yellow eyes is born. Valachani hair is glossy black and worn long and straight by both genders.

Valachani Names: (male) Aksell, Audun, Brand, Davin, Egil, Jens, Mikkel, Morten, Nils, Oleg, Ragnar, Skjöld, Stefan, Trigue, Varik; (female) Aleksia, Birget, Dakin, Faiga, Grette, Katarine, Liese, Magna, Nissa, Rakel, Saffi, Semine, Unni, Vanja, Ylwa; (surname) Amundsen, Arup, Bakken, Daehle, Fjortoft, Frethheim, Grieg, Hagen, Ingstad, Kjeldaas, Mostue, Nyberg, Ostenstad, Ratkje, Skarsgard, Tveit, Ulving, Ytterhus

Uncommon Races

The following races are less common in the Land of the Mists. Each is significantly less common than humanity.

Caliban, half-Vistani, and half-elves are encountered significantly more frequently than the other uncommon races.

Other races, such as tieflings, dhampires, and shifters are not true “races”, being instead instead unique individuals. As such, they lack their own communities and culture.

Aasimar

Touched by forces beyond the mortal world, more than the other races the aasimar know they're damned. In the Land of the Mists, aasimar are rare almost to the point of being unique. While they look human, aasimar are anything but, descending from the servants of a high force of pure goodness. The few signs of their heritage are a slight metallic hue to their skin that gives them a silver or golden sheen as well as unusually vibrant eyes.

Aasimar have a faint racial memory that comes to them in their dreams: hazy recollections of paradise forever denied them. Deep in their bones they know they will never enjoy the rewards of a life well-lived, that their passage to the world after be barred by the Mists. They not not how or why, if this is the fate

of all mortals or just them, but they know with an absolute certainty that their souls are forfeit. Many accept this sacrifice and rally against the darkness, motivated by their plight and the difference they can make: the knowledge that there is absolute good gives their actions a certainty others lack. Other aasimar can't bear the weight of their inevitable damnation and succumb to ennui or fall into shadow. This is particularly tragic, as a creature without hope, morality, or the fear of death can be terrifying indeed.

Caliban

"That tetrahedron nose-that horse-shoe mouth-that small left eye over-shadowed by a red bushy brow, while the right eye disappeared entirely under an enormous wart-of those straggling teeth with breaches here and there like the battlements of a fortress-of that horny lip, over which one of those teeth projected like the tusk of an elephant-of that forked chin-and, above all, of the expression diffused over the whole-that mixture of malice, astonishment, and melancholy."

-Victor Hugo
The Hunchback of Notre-Dame

Twisted humans, calibans were cursed before birth, tainted by dark magic while still in the womb. The birth of a caliban is seen as a sign of witchcraft in the community, or that the parents performed an unnatural act so foul that it corrupted their unborn child.

No Two Alike

There is great diversity between calibans as each has a unique set of deformities. Slightly larger than humans, calibans can stand over 6 feet tall, but often appear smaller due to their twisted limbs and poor posture.

Calibans are physically powerful despite their misshapen muscles. They tend to be paler than humans, often with a slightly unnatural white or yellow hue to their skin. Their features are asymmetrical and distorted with uneven limbs, or animalistic traits such as protruding tusks and bristly hair.

Calibans breed true, and unions produce caliban children with a mix of parental traits, along with new deformities. Mixed unions (caliban and human) almost always produce a caliban.

Cast Out and Alone

Many calibans are killed by fearful parents shortly after birth, often left in the wilds to die of exposure;

a minority survive until adulthood, and even fewer are permitted to interact with normal humans. Some are raised in secret by their ashamed families, while others are given to religious orders, such as witches of Hala or Church of Ezra.

Given that their name is a derivation of "cannibal", calibans are widely considered brutish and savage beings. While many fit the stereotype of petty brutes, this is often a product of their upbringing, as calibans have the same innate capacity for nobility or cruelty as all humans. Being raised in isolation and continually treated like a freak makes calibans into the monsters they're believed to be.

Fringes of Society

Calibans are most frequently born in lands where magic is common—such as Darkon, Hazlan, and Tepest—but adults can be found in any land.

Calibans make their homes in secluded areas where they will be left alone, such as abandoned buildings, cellars, sewers, graveyards, and ruins. They survive however they can, stealing and scavenging for food or living off vermin or pets. As few calibans are taught survival skills they seldom live in the wild, but those that do find a peace commonly denied their kin.

Little to Live For

An unfortunate number of calibans embrace their perceived inhumanity, but others set out to prove their humanity and demonstrate that the nobility of their soul is human.

These calibans take up adventuring, hoping to show that they're not defined by their appearance, if only to themselves. Others believe themselves touched by darkness and hope to redeem themselves from the sins of their parents. A few calibans believe that they're being tested, being put through a crucible or some divine challenge to reveal their true nature. And some calibans are just fleeing their old life, hoping to find a better place or just escape prejudice.

Caliban Names

Caliban names are as diverse as their appearance. Those fortunate enough to be raised by caring parents have names appropriate to their parent's culture or nation. The rest have unfortunate nicknames given by their peers or frightened neighbours. These are often insulting and descriptive of the caliban's particular deformations.

Some calibans choose a names for themselves. These new names are descriptive titles or simple, guttural sounds.



Chosen Names: Beastly, Clod, Clubbit, Gruff, Jab, Krall, Loner, Lurk, Nobody, Rog, Shrott Shuck, Trog.

Caliban Traits

Your caliban has a number of traits as a result of their magical corruption.

Ability Score Increase. Your Strength score increases by 2.

Age. Calibans theoretically have a lifespan similar to humans but their hard lives force them to grow up quickly and often lead them to an early end. They reach maturity in their mid-teens and seldom live longer than 75 years.

Alignment. Calibans have the same potential for good and evil as humans, but their treatment has made them fearful of the other races and strangers, pushing them towards neutrality. Many are wary of authority and lean towards chaos rather than law.

Size. Calibans are somewhat larger and bulkier than humans but are often slouched or hunched over so their full size is not apparent. You stand between 6 and 7 feet in height and weigh 150 to 250 pounds. Your size is medium.

Speed. Your base walking speed is 30 feet.

Darkvision. The twisting magic has given you

keen but animalistic senses. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of grey.

Outsider. You gain proficiency in the Intimidate skill.

Merciless. When you score a critical hit with a melee weapon attack, you can roll one of the weapon's damage dice again and add it to the damage of the critical hit.

Savage Nature. You are considered a half-orc for purposes of feats, spells, magic items, and similar effects.

Languages. You can speak, read, and write your regional language and one extra language of your choice.

Subrace. Calibans vary greatly from land to land. As it's the largest region, most calibans come from the Core, but others hail from distant clusters and look remarkably different. Each caliban is still unique, but the types of deformities vary. Scholars theorize it's the presence of different magics or forms of corruption that influences the caliban's appearance.

Core

As a caliban from the fore Core, you look twisted and asymmetrical. You might possess a warped frame, uneven features, gangly limbs, or a pronounced hunchback. After a lifetime of adversity, you have grown particularly hardy.

Ability Score Increase. Your Constitution score increases by 1.

Relentless Endurance. When you are reduced to 0 hit points but not killed outright, you can drop to 1 hit point instead. You can't use this feature again until you finish a long rest.

Shadowlands

As a caliban from Nidala, you look diseased, as if afflicted with leprosy or beset by tumours. You're not actually ill and carry no particular contagion, simply resembling the infected. Ironically, after a lifetime amid the sick or in squalid conditions, you are more resist to disease than other folk. More than in other nations, Shadowlands caliban are blamed for their own appearance.

Ability Score Increase. Your Constitution score increases by 1.

Caliban Resilience. You have advantage on saving throws against disease and being poisoned.

Verdurous

As a caliban of either the Verdurous Lands cluster or the island land of Rokushima Taiyoo, you have animalistic features rather than deformations. You

might have a mixture of human and bestial traits or even appear as a human/beast hybrid. Your bestial nature gives you keen senses and a natural cunning, but you can be just as intelligent and civil as any other race.

Many Rajian caliban are slain at a young age under the mistaken belief that they're a rakshasa or lycanthrope.

Ability Score Increase. Your Wisdom score increases by 1.

Improved Darkvision. Your darkvision increases to 120 feet.

Keen Senses. You gain proficiency in the Perception skill.

Zherisian

As a caliban of Paridon, you are albino-pale and lithe, and unnaturally skinny, with skin stretched tightly over your protruding bones. Your joints are large and knotty, increasing your skeletal appearance, but giving you a superior range of motion.

Ability Score Increase. Your Dexterity score increases by 1.

Double Jointed. When you start your turn grappled, you can attempt to escape the grapple as a bonus action.

Slight Frame. You add your proficiency bonus to Dexterity checks to squeeze through tight spaces or escape from restraints.

Changelings

Deep in the Mists is Paridon, a city entirely circled by the Mists. The race of natural shapeshifters known as changelings are particularly common in this isolated land. While the vast majority of changelings hail from this land, not all remain there, and some have invisibly spread to other lands allowing Changelings to be found throughout the Core.

Changelings born in the Land of the Mists appear human until they reach maturity, after which they develop their ability to alter their forms. As a changeling uses this talent, the detailed features of their natural form fade while their skin, hair, and eyes pales to a dull grey-white. While they can mimic any other humanoid features, they find themselves unable to reproduce their former appearance. Only changelings who resist the urge to use their talents are able to maintain their old life, but not all realize this in time.

Languages: You can speak, read, and write your regional language (which is typically Zherisian) and one extra language of your choice.

Dhampyr

*"But first, on earth as vampire sent,
Thy corse shall from its tomb be rent:
Then ghastly haunt thy native place,
And suck the blood of all thy race;"*

- Lord Byron
The Giaour

Born from death, dhampyrs are the offspring of the survivor of a vampire attack, someone almost turned to undeath but saved prior to death. Those who survive their early years face a lifetime of fear and mistrust: their pallor, unearthly reflexes, and unnatural beauty mark dhampyrs as scions of the night as surely as their sensitivity to bright lights. Dhampyrs do not need to consume blood to survive, but have a powerful desire for blood that nothing else can truly sate.

Not all dhampyrs are descendants of vampiric victims. The victim of a vicious vampire attack can become a dhampyr, especially if they barely escape undeath themselves. If a woman with child is assaulted or even turned by a vampire, the infant—if it survives—can be born a dhampyr. A few rare dhampyrs are the progeny of the rare and unnatural union of vampires and mortals, typically a vampire father and a mortal mother.

Touch of the Grave

Dhampyrs resemble their mortal parent with subtle signs of their connection to death. Tall and slender, dhampyrs fall within the range of humans, and are between 5 1/2 feet to over 6 feet tall and weigh 125 to 180 pounds. While they possess all the diversity of humanity, dhampyrs have paler skin and darker hair than others of the ethnicity. Most also have pronounced canine teeth and piercing red eyes, along with many secondary characteristics of vampirism: pointed ears, a single, connected eyebrow, bestial features, or hairy palms.

For reasons unknown, the vast majority of dhampyrs are human. It's speculated that other races are just more resistant to vampirism than humanity. Non-human dhampyrs have the same traits as other dhampyrs but are the size of their base race, albeit tall and thin.

All Alone in the Night

Dhampyrs are symbols of a nocturnal world most folk are happier pretending does not exist. They're not welcomed in most communities, and commonly seen as monsters. There is also the fear dhampyrs that will rise after their death, becoming true vampires.

It's rare for dhampyrs to have happy childhoods. To their parents dhampyrs are a continual reminder of violence: the embodiment of a violent assault. Many reject their child, or have trouble bonding with the unnatural infant. Other dhampyrs alienate their family as youths, through aggression or antisocial behaviour. Those few dhampyrs that are accepted by loving families don't escape tragedy, as they're cursed to outlive family and friends, living long enough to watch siblings and even children grow old and die.

Necrotic energies influence the emotions of dhampyrs, making them aggressive and predatory. Dhampyrs instinctively categorizing people as pack members, competition, or prey. They find happiness fleeting and shallow, making them naturally melancholy, and most are brooding and pragmatic.

Life Among Death

There are no communities of dhampyrs: the bloodline is rare enough that dhampyrs seldom meet others or their kind. The necrotic energies that create a dhampir are also not hereditary, and their children are not dhampyrs. Unions between two dhampyrs are rare enough to be almost unknown, but even these unions produce humans, albeit tall and gaunt.

Dhampyrs live their lives among humanity, often pretending to be human, sometimes even to themselves. Few dhampyrs remain in one place for too long, as their lack of aging quickly draws unwelcome attention. Some do pretend to age with makeup and hair dye, reinventing themselves as relatives or descendants every few decades. However, these disguises seldom work for long and the dhampir is eventually discovered.

As a result, most dhampyrs move from city to city, seldom tarrying for longer than a few years. Others abandon a stationary life and live nomadically, joining merchant companies, mercenary bands, or other travellers. A few try and find a home among longer lived races such as elves or dwarves, but their unnatural natures make them unwelcome.

Seeking Redemption

Those dhampyrs that become adventurers often do so out of necessity, simply as a means to survive in the world or to prove that they're not monsters from birth. Like tieflings, many people believed dhampyrs to have innately evil souls, and are doomed to a foul afterlife. Some rejoice in this assured damnation, as it means their fate is sealed and they can act however they wish, but others try to earn a place in Paradise through good deeds and continual self sacrifice. A few become vampire hunters, either for simple revenge or striving to save others from their fate.

Their long lives also mean dhampyrs might take to the adventuring life out of boredom: having tried their hand at many other mundane professions, unusual occupations are appealing.

Dhampir Names

Dhampyrs are named by their parents based on their homeland and culture. Most dhampyrs change their name over the years, as they assume new identities to hide their age or to escape their past. They tend to keep at least one of their names as a reminder of their past; some retain their family name to remind themselves of their kin, while others keep their given name.

Dhampir Traits

Your dhampir character has several unnatural powers derived from their undead lineage that are common to all dhampyrs.

Ability Score Increase. Your Dexterity score increases by 2.

Age. Dhampyrs mature at the same rate of humans but their aging slows after puberty, and they can live to be over 400 years old. Most retain their youthful looks until their last decades, when they rapidly age.

Alignment. Dhampyrs' unnatural hunger pushes them to acts of violence, and their dark emotions put them at odds with society. They lean towards chaos, but their partial humanity means dhampyr are not automatically evil. However, it's more common for them to succumb to temptation and become evil than to resist and remain good.

Size. Dhampyrs are the same height as human but tend to be more thin and lithe than the average human. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Darkvision. Born into a twilight world, you are not inconvenienced by the night. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray

Bloodthirsty. Feasting on the lifeblood of the living increases gives you renewed vigour. During a short rest you can drink the blood of a willing or unconscious humanoid. This creature spend a Hit Die but receives no benefit, but you regain hit points equal to 1d8 + your Constitution modifier. Once you use this trait, you can't use it again until after a long rest.

Slow Metabolism. You can survive on half the normal amount of food and water.

Vampiric Resistance. Your necrology gives you resistance to necrotic damage.

Languages. You can speak, read, and write Common and one extra language of your choice.

Subrace. The varieties of vampire bloodlines result in three different types of dhampyrs. The stryg is most common, often being equated with dhampyrs as a whole. The nosferatu and obiri dhampyrs are related to the vampires of the same name; the former prefer to hide their existence, while the latter are harder to identify as dhampyrs and often go unnoticed.

Stryg

Descended from common vampires, the stryg are often considered synonymous with perceptions of dhampyrs. You have the unearthly beauty and charm of your progenitor, along with their preternatural strength. You have pale skin, sharp features, and your eyes have a slightly crimson iris that catches the light like a cat's. Your canine teeth are slightly elongated and pointed, but are not so large as to be easily noticed. While attractive, your charm is not entirely mundane, and creatures that catch your gaze can become bewitched.

Ability Score Increase. Your Strength score increases by 1.

Improved Darkvision. Your darkvision increases to 120 feet.

Stryg Blood. You know the *friends* cantrip. When you reach 5th level, you can cast the *misty step* spell once with this trait and regain the ability to do so when you finish a long rest. Charisma is your spellcasting ability for these spells.

Sunlight Sensitivity. When you, the target of an attack, or an object you're trying to perceive is in direct sunlight, you have disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Nosferatu

Also known as *vrykolaka*, nosferatu are a rare breed of vampire that possesses immortality but not eternal youth, growing ever more withered and deformed over the centuries. Nosferatu occasionally become infected with diseases, and while their undeath prevents them from succumbing to illness it doesn't cure the disease, leaving them perpetual carriers.

Kin to nosferatu vampires, you have the long life of other dhampyrs but age normally. While you retain your vigour until late in life, you eventually appear ancient and decrepit. You no longer look human, being unnaturally pale, bald, and with pronounced fangs. You may have sharp canines, but some nosferatu have elongated incisors instead.

Ability Score Increase. Your Constitution score increases by 1.

Fangs. Your pronounced fangs are a deadly weapon. You are proficient with your bite, which is a melee weapon that deals 1d4 piercing damage. This counts as an unarmed attack.

Nosferatu Blood. You know the *friends* cantrip. When you reach 5th level, you can cast the *spider climb* spell once with this trait without requiring any material components, and regain the ability to do so when you finish a long rest. Charisma is your spellcasting ability for these spells.

Sunlight Sensitivity. When you, the target of an attack, or an object you're trying to perceive is in direct sunlight, you have disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Obiri

Obiri vampires are feared by even experienced vampire hunters. Known as daywalkers for their ability to ignore the light of the sun, obiri possess a wide range of powers that vary between individuals. Thankfully, the obiri bloodline is rare, and their dhampyr descendants are rarer still.

You look more human than other dhampyrs, lacking red eyes, pallor, fangs, and aversion to light of other vampire-kin. You have coarse hair and are stockier than other dhampyrs, but retain the agility and piercing eyes.

Ability Score Increase. Your Charisma score increases by 1.

Homeland Dependency. You are bound to your homeland, and can't sleep beyond its borders. If not in your homeland, you must carry soil from your birthplace. Only a small amount of earth is needed, enough to fill a locket or small pouch. Without the soil you must succeed on a DC 12 Wisdom saving throw to take a long rest.

Obiri Blood. You know the *friends* cantrip. Charisma is your spellcasting ability for this spell.

Additionally, when you reach 5th level, you can use your action to become invisible as if you can cast the spell *invisibility*. This lasts until the end of your next turn. Once you use this trait to become invisible, you must finish a short or long rest before you can do so again.

Gargoyle, Dread

"As when, O lady mine, With chiselled touch The stone unhewn and cold Becomes a living mould, The more the marble wastes, The more the statue grows."
-Michelangelo

As much stone as flesh, dread gargoyles are a rare and forgotten race that dwells unseen in the remnants of humanity. They lurk in ruins and

graveyards, guarding the ancient grounds for reasons unknown. The origins of dread gargoyles is unknown. It's rumoured that they're statues brought to life, or an evolution of the more common gargoyles. Some believe that dread gargoyles were once mortals corrupted by elemental forces, who have since forgotten they were ever human.

Stone and Sinews

The outer skin of a dread gargoyle appears to be cracked stone, but beneath these rocky scales, gargoyles are flesh and blood creatures. Their heavy hide does little to slow down the powerful creatures. Most gargoyles look vaguely human, save their elfin ears, sharp teeth, and small row of horns across their brow. Gargoyles have four fingers on each hand, each topped with a sharp claw. Tall and muscular, gargoyles stand close to 6 feet and weigh 300 pounds or more.

All gargoyles are tied to the elements, especially earth which grants them great strength and resilience. Their rocky exterior ranges in colouration from a dull grey to a sandy brown, but some have a marbled exterior with ribbons of colour decorating their hides. Gargoyles are hairless, but grow small horns across their head. The pattern and shape of these horns varies between gargoyles, possibly along family lines. Common patterns of horns include small brow ridges, short curving horns, or long straight horns the run close to the scalp.

Being resistant to nature, gargoyles feel little need to wear clothing. Most dress in simple tunics or loincloths, employing a belt as a place to store items. When forced to travel in human lands, they wear long cloaks, often wrapping themselves in rags to pose as a leper or other ill vagabond.

Cool as Stone

Unsociable, dread gargoyles prefer to avoid interacting with others, seldom socializing even with their own kind. They enjoy silence, communicating with their actions over their words. A gargoyle never says with a sentence what they can communicate with a word and a gesture. To other races, gargoyles seem contemplative or introspective, or are dismissed as slow or even unintelligent.

Gargoyles may not socialize with their kin, but they seldom live alone. Gargoyles live and share territory with an extended family, known as a flight. The reproduction of dread gargoyles is unknown, but flights shift in numbers over the years. Sages currently believe an elemental spirit is drawn to gargoyle flights, using available minerals to fashion a body, but other research insists gargoyles hatch from rock-like eggs. Gargoyles themselves are silent on the

Designer's Note: Angels in the Night

More than other races, the gargoyle is optional.

Unlike the other races in this document, the gargoyle doesn't come from established RAVENLOFT lore, being a new addition for this product. It exists to fill the mechanical gap left by the absence of the dragonborn, a race wholly unsuited for RAVENLOFT. Rather than just removing dragonborn and encouraging DMs to ban the race, it seemed preferable to give an alternative. Just like the calibans are the replacement for half-orcs in a world without orcs, gargoyles fill the mechanical role of dragonborn but are more thematically appropriate.

Some DMs might feel comfortable allowing an inhuman race of gargoyles into the fantasy horror RAVENLOFT campaign, while other DMs might prefer to exclude them from their human-centric gothic horror RAVENLOFT campaign. I leave the choice to them.

issue, save mentioning that they believe the souls or their ancestors are reborn.

A gargoyle seldom shows their sadness or rage and always keeps their emotions in check. This is not to say they're unfeeling creatures. With the fury of the elemental chaos hiding in their veins, gargoyles are innately passionate and prone to mood swings. However, hatchlings are quickly taught patience and self-control.

Dread gargoyles live for centuries and can reach 300 years before succumbing to decay and moss. They have the patience of eternity and are never in any rush to act. Gargoyles consider their options carefully before acting, and regularly reflect on the past. Mistakes weigh heavily on a gargoyle, who will brood on their errors for decades to come.

In Man's Shadow

Gargoyles are innate guardians, defensive of their lands and broach few intruders. While territorial, gargoyles seldom attack those who trespass in their lands, saving their ire for those that bring harm or wish to plunder their territory. Territory is inherited, passed from elder gargoyles to their kin, always staying with their flight. Sages wonder if gargoyles have been guarding ruins since the buildings were new, or if the gargoyles claimed already abandoned spaces.

As creatures of the elemental earth, gargoyles are not entirely at home in the mortal realms. Gargoyles don't build homes. They make no art, forge no tools, and sow no crops. They make their territory in forgotten spaces built by other peoples.

As they seldom craft items, dread gargoyles are scavengers. They find cast off or forgotten items and claim them as their own, repairing them to the best of their ability. Useful tools and weapons that are in decent condition are passed down the flight, being heirlooms used by gargoyle after gargoyle. Dread gargoyles will go to great lengths to repair or reclaim an heirloom despite it being much easier to acquire a replacement.

Hidden Watchers

It's rare for a gargoyle to leave its territory, as that would be leaving it undefended. The most common reason for a gargoyle to leave, is to pursue intruders. If the flight believes intruders will return in larger numbers, a gargoyle might be sent to scare them off or otherwise ensure that they never return. Other times an interloper will cause lasting damage to a gargoyle's territory and retribution is necessary, or some valuable item is taken from the flight's land and must be recovered.

Gargoyles might leave to seek supplies necessary for the survival of their flight, such as food during lean years or medicine for illnesses. Others leave for less altruistic reasons, such as revenge or curiosity; young, rebellious gargoyles have been known to become unsatisfied with guarding their land and seek new experiences. Other times a larger danger might arise that threatens the flight's territory, and a gargoyle must involve itself with the outside world to protect its flight.

Those gargoyles that do leave avoid drawing attention to themselves, moving at night or avoiding populated areas. They might move across rooftops to avoid the streets or make a detour of several miles to avoid a populated settlement.

Gargoyle Names

As dread gargoyles seldom interact with other races beyond their small flight, names are unnecessary. Gargoyles identify each other based on physical features: the colour of their scales, the shape or their horns, or a noteworthy personality trait. Gargoyles that spend enough time with other races are often given a nickname, but these vary greatly.

Flight Names: The One With Goat Horns, The One With Ochre Scales, The One With Keen Eyes, The One With Mist White Eyes, The One Who Flies Too High, The Scarred One, The One Who Climbs Trees.

Gargoyle Traits

Your gargoyle character has a number of traits tied to their individual strengths.

Ability Score Increase. Your Strength score increases by 2.

Age. Young gargoyles grow quickly. They walk hours after hatching, attaining the size and development of a 10-year-old human by the age of 3, and reach adulthood by 15. Once they reach maturity, gargoyles age at half the rate of humans, living a couple centuries.

Alignment. Gargoyles are territorial and protective, tending towards lawful alignments. They have no predilection towards good or evil.

Size. Gargoyles are as tall as humans but much heavier, standing 6 feet tall and averaging almost 300 pounds. Your size is medium.

Speed. Your base walking speed is 30 feet.

Eldritch Nature. You are considered a dragonborn for purposes of feats, spells, magic items, and similar effects.

Stoney Scales. Your durable hide protects you from harm. You have resistance to a damage type of your choice: acid, cold, fire, lightning, or poison.

Languages. You can speak, read, and write your regional language and one extra language of your choice.

Subrace. There are three types of dread gargoyle, whose connection to the elements manifest in different ways. Flame-gazers can focus their elemental power into a blast of energy, sky-watchers have wings large enough to carry them aloft, and stone-lurkers can hold still enough to be mistaken for an unmoving statue.

Flame-gazer

As a flame-gazer gargoyle, the power of the elementals flows through your blood. It burns inside you, urging to be unleashed. You are more passionate than other gargoyles, quickly responding to threats and intruders in your territory. Flame-gazers are less subtle than other gargoyles, preferring dramatic actions or fear rather than manipulation.

Ability Score Increase. Your Charisma score increases by 1.

Breath Weapon. You can use your action to exhale destructive energy. Your breath weapon uses the same damage type as your stony scales ability.

When you use your breath weapon, each creature in the area of the exhalation must make a saving throw, determined by the damage type. The DC for this saving throw equals 8 + your Constitution modifier + your proficiency bonus. A creature takes 2d6 damage on a failed save, and half as much

damage on a successful one. The damage increases to 3d6 at 6th level, 4d6 at 11th level, and 5d6 at 16th level.

After you use your breath weapon, you can't use it again until you complete a short rest or a long rest.

Breath Weapon

Damage Type	Breath Weapon
Acid	5 × 30 ft. line (Dex. save)
Cold	15 ft. cone (Con. save)
Fire	15 ft. cone (Dex. save)
Lightning	5 × 30 ft. line (Dex. save)
Poison	15 ft. cone (Con. save)

Sky-watcher

You possess small bat-like wings that allow you to catch the air, falling without fear of injury. As you gain strength, you can catch air currents to travel short distances or even fly for a short period. Sky-watchers prefer nesting up high, and find perches with a view, living atop towers or spires. Sky-watchers tend to be passive even for gargoyles, watching the world from above and only acting if absolutely necessary.

Ability Score Increase. Your Wisdom score increases by 1.

Wings. You possess wings that grow stronger over time. When you fall from a height that would cause falling damage, as a reaction you can slow your descent. You fall at a rate of 30 feet per round for 1 minute or until you land. When you reach 3rd level, you can glide. You can use a bonus action to gain a fly speed equal to your walking speed for 10 minutes, but half your movement must be downward, either diagonally or straight down.

Starting at 5th level, your wings are strong enough to fly short distances. You can use a bonus action on your turn to gain a fly speed equal to your walking speed for 10 minutes.

After you use your wings to glide or fly, you can't use them again until you complete a short rest or a long rest.

Stone-lurker

Despite your rocky appearance, you move with surprising grace. Stone-lurker gargoyles are subtle and secretive, preferring to be unseen and striking at intruders through presumed accidents or natural events, manipulating people into avoiding their territory. They're the most quiet of gargoyles, being even more patient and calm, never being hasty or letting themselves be rushed.

Ability Score Increase. Your Dexterity score increases by 1.

Lurking. You can remain motionless for prolonged period, assuming the appearance of lifeless stone. While unobserved, as an action you can freeze in place and can make a Dexterity (Stealth) check to hide, even if not obscured or otherwise unseen. While you may be seen, creatures whose passive Wisdom (Perception) is below your check will assume you are an immobile statue (however, intelligent creatures familiar with an area might question the sudden appearance of a six-foot statue). You can remain hidden as long as you wish, so long as you don't move or take any action.

Genasi

Known as genasi on other worlds, in the Mists these individuals are known as "*the Bound*", for they have been bonded to the land itself. The Bound are rare human who possess elemental traits and innate magic powers that are tied to the elemental planes of earth, water, wind, and flame.

Genasi are born of humans but conceived in areas with strong elemental energies or where the boundaries between worlds is weak. They can also be created through rituals that bind the individual to the magic of the land, which are occasionally used to save the lives of sickly and infirm infants. Many genasi believe themselves to be human until their elemental traits manifest during periods of anxiety or jeopardy. Some never find out their true natures, believing themselves to be human for all their lives, and unknowingly pass their bond to their offspring.

The Bound appear outwardly human, with only small differences marking them as genasi. Their hair and eyes are often strangely coloured, while their skin has a faintly hue related to their element. Many have a curious odor, such as the faint scent of mossy soil or burning wood. Their true nature becomes apparent when they use their elemental powers, as they manifest magical signs such as glowing eyes or a visible aura, while some find their skin covered in glowing lines or runes.

Subraces

The four subtypes of genasi are each related to one of the four elements. However, their bond to the distant elemental plane is filtered through the Mists, which imparts some of its own essence into the genasi, giving them a macabre aspect.

Blood Bound

The water genasi of the Land of Mists are proud and passionate, but can be selfish to the point of being heartless. While seldom actively malicious, they're prone to acts of careless cruelty, callousness, and insensitivity. They primarily care about themselves

and their interests, which they can fixate on to the point of obsession.

Grave Bound

In the Mists, earth genasi are known for having the patience of the grave. They avoid rash actions but tend to have a fatalistic attitude that borders on morbid. Many are solemn and serious, while those who do possess a sense of wit favour gallows humour.

Mist Bound

Cool and distant, air genasi touched by the Mists are dispassionate yet fickle. They make few allegiances and fewer friendships, continually shifting in their interests as little holds their attention for long.

Pyre Bound

Genasi bound to the pyre flame possess keen intellects, but their impatience makes them quick to reach conclusions and quicker to act. They favour simple, reductive solutions and have little patience for long-term plans or elaborate schemes.

Giomorgo

“28 May.—There is a chance of escape, or at any rate of being able to send word home. A band of Szgány have come to the castle, and are encamped in the courtyard. These are gipsies. I have notes of them in my book. They are peculiar to this part of the world, though allied to the ordinary gipsies all the world over. There are thousands of them in Hungary and Transylvania, who are almost outside all law. They attach themselves as a rule to some great noble or boyar, and call themselves by his name. They are fearless and without religion, save superstition, and they talk only their own varieties of the Romany tongue.”

—Bram Stoker, *Dracula*

Giomorgo are the offspring of a nomadic Vistani gypsy and a *giorgio* (non-Vistani human). An offshoot of humanity, the Vistani are a separate people by both choice and nature. They're feared throughout the Mists for their magical powers, especially the Evil Eye. Half-Vistani possess some of the magical powers inherent to their heritage but their magic is weak as their magical blood is diluted.

Not Of The Blood

Lean and quick-witted, few trust the sly giomorgo. A magical ethnicity, Vistani are less diverse and varied, being slightly taller and thinner than an average human. They range between five-and-a-half feet to a little over six feet tall and weigh 120 to 200 pounds.

Half-Vistani favour their Vistani parent and have angular, aquiline features. They possess dusky

or olive skin, and almost universally have dark hair and eyes. Vistani hair is straight and thin but a few giomorgo have wavier hair.

Some half-Vistani attempt to appear as giorgio, dressing in the local fashions and rejecting Vistani garb. Others proudly clad themselves in the bright Vistani colours, wearing baggy trousers, loose shirts, and colourful vests they accessorize with long scarfs around the head or waist. While dressed as such, they can pass as a Vistani to non-Vistani, but any true Vistani will recognise them as giomorgo on sight.

Between Two Worlds

Giomorgo are passionate and pessimistic by nature, haunted by unhappy childhoods. The cultural divide runs deep, so few giomorgo ever grow up knowing both parents. It's rare for the Vistani to raise a giomorgo; most often the Vistani parent moves on in the night, abandoning the child to a giorgio family. Often the child is given to the other parent, but sometimes the infant is just left on a convenient doorstep or in front of a church.

Giomorgo children may be cared for but never truly accepted. Most non-Vistani families fear the child will develop the talents of the Vistani. Meanwhile a giomorgo is not truly “of the blood” and is unable to share the Vistani experience.

The mixed heritage of the Vistani has its cost: Giomorgo are prone to madness and most suffer



from a unique form of lunacy. During nights of the full moon, half-Vistani become irritable during the day and feel the irresistible urge to run free under the night sky. This restlessness and anxiety is known as lunatio (or moon madness) by the Vistani.

Home on the Road

Vistani are nomadic, never staying in the same place for long. They travel the world in painted vardo: a horse-drawn wagon. While giomorgo don't suffer the same irresistible need to travel, they still feel an innate wanderlust.

Many half-Vistani find work that allows them to travel, such as in merchant caravans, mercenary companies, traders, messengers, or even travelling carnivals. Some have a home that they return to when not travelling, while others simply live on the road.

Those giomorgo that don't take to the road live among humans. There are no communities of half-Vistani. Some try to blend into humanity living within human cities and settlements. Others live on the edges of civilization, making a living farming or ranching where they're not continually reminded they're an outsider.

Seeking Meaning

Giomorgos often take to adventuring out of a desire to find a purpose in life or forge a legacy, frequently after being denied a place in their family trade or lineage. Many giomorgo become adventurers after falling in with other outsiders and outcasts, accidentally become adventurers while seeking happiness in new lands or foreign nations.

Giomorgo Names

Giomorgo typically only have a given name. Those raised by giorgio are often given local names, and some are allowed to keep their giorgio's family name. Others are denied the family name and identified by their homeland or community. Giomorgo raised or named by Vistani are given traditional names and lack a family name, instead being identified by their lineage.

Male Names: Bela, Grigori, Iosif, Karol, Ludovic, Nicu, Pyotr, Simione, Stefan, Vasile.

Female Names: Ana, Eliza, Isabella, Lena, Natasha, Papusza, Rozalina, Sofya, Ursula, Yvonne.

Giomorgo Traits

Vistani blood gives your giomorgo character a number of traits.

Ability Score Increase. Your Wisdom score increases by 2.

Stereotypes and Vistani

Because of its roots in Gothic literature, RAVENLOFT campaign setting makes use of numerous tropes that can be considered stereotypes, including those related to gender, age, and physical appearance. While Dungeon Masters can choose to employ, subvert, or ignore these tropes, one of the more problematic portrayals is the Vistani.

The Vistani are based on portrayals of gypsies in novels such as *Dracula* and films such as Universal Pictures' *The Wolf Man*. However, as these are based on sometimes offensive portrayals of the real world Romani people, many Dungeon Masters or players might feel uncomfortable making use of the Vistani as presented in earlier editions. They might feel the Vistani are unintentionally derogatory or an example of cultural appropriation.

This product strives to present RAVENLOFT as it was in 2nd and 3rd Edition. However, your campaigns are your own and can make as much or little use of the Vistani as you chose.

It's possible to ignore the Vistani and simply not use them in your campaign. While some lands make heavy use of the Vistani—Invidia and Barovia for example—there are other lands where the Vistani play a lesser role—such as Sourange, Lamordia, Hazlan, and Valachan.

Alternatively, a DM can portray the Vistani less as a magical ethnicity and more of an adopted culture. Individuals might just experience a calling and become a Vistani, giving the people a much more varied and diverse appearance. 4th Edition DUNGEONS & DRAGONS presented the Vistani as a faction that could be joined, and included both humans and halflings as Vistani.

Shifting the cultural inspiration for the Vistani might be enough for some DMs. For example, Vistani could be presented with more Celtic appearance, with vibrant red hair, pale skin, and use of body paint.

Age. Giomorgo reach adulthood in their late teens and live less than a century.

Alignment. Giomorgo no more inherently good or evil than any other humans. However, most spend their lives alienated from society and grow to distrust authority. As a result, giomorgo favour chaos over law.

Size. Giomorgo vary widely in height and build, from barely 5 feet to well over 6 feet tall. Regardless of your position in that range, your size is Medium.

Speed. Your base walking speed is 30 feet.

Evil Eye. You know the *guidance* cantrip. When you reach 3rd level, you can cast the *hex* spell once with this trait, without needing a material component, and regain the ability to do so when you finish a long rest. When you reach 5th level, you can also cast the *bestow curse* spell once with this trait and regain the ability to do so when you finish a long rest. Wisdom is your spellcasting ability for these spells.

Moon Madness. During the three days the full moon, while you are indoors or underground, you have disadvantage on Wisdom (Perception) checks and Intelligence (Investigation) checks. Additionally, in order to take a short or long rest you must first succeed on a DC 8 Wisdom saving throw.

Nature Affinity. Whenever you make a Wisdom (Survival) check related to navigation, identifying plants and animals, or starting a fire, you are considered proficient in the Survival skill and add double your proficiency bonus to the check, instead of your normal proficiency bonus.

Languages. You can speak, read, and write two regional languages of your choice. If raised by the Vistani you also speak Patterna, but if raised by humans you gain one extra language of your choice.

Subrace. Vistani are divided into three *tasques*, or alliances of several different tribes, which are essentially extended families. The natural talents and inclinations of a giomorgo depend on the *tasque* of their Vistani parent. The children of two half-Vistani have the tribe of only one parent. The children of half-Vistani are never true Vistani: the introduction of human blood irreversibly weakens the magic of their bloodline.

Boem

The hallmark of Boemians is ostentation. They specialize in entertainment and similar services. While travelling, Boem caravans are filled with music, and members of the *tasque* sing as they go about their daily business. As proud as they are passionate, the Boem privately lament having to play the fool for superstitious townsfolk. When the Boem are camped, and there are no outsiders present, the Vistani are more tense and brooding, and prone to telling tales of tragedy and singing songs of horror.

The two Boem tribes are the Corvara and the Naiat. The Corvara are gifted con artists but have little natural showmanship, and instead offer unsavoury diversions such as gambling, narcotics, and cockfighting. The Naiat are skilled at training

animals for show, with their dogs and horses raised to perform tricks and stunts.

Ability Score Increase. Your Charisma score increases by 1.

Sly Wit. You have proficiency in the Deception skill.

Tool Proficiency. You gain proficiency with the tools of your choice: forgery kits, a musical instrument, or thieves' tools.

Giamarga

Less common than the pairing of a Vistani and a human giorgio is one between a Vistani and an elf. Known as *giamarga*, most of these are normal half-elves, but some take after their Vistani parents and have the abilities of a giomorgo.

Unsurprisingly, *giamarga* are most common in lands where there are elves, such as northeastern Darkon and the misted woods around Sithicus. A curious number are also found in Tepest, Barovia, and other lands bordering the Shadow Rift.

Ability Score Increase. Your Dexterity score increases by 1.

Fey Ancestry. You have advantage on saving throws against being charmed, and magic can't put you to sleep.

Kaldresh

Vistani of the Kaldresh *tasque* are practical, concerned with trade and crafts rather than mysticism or entertainment. Kaldreshites have an unusual talent for finding conflict. Whenever blood is about to be spilled in battle, it seems the Kaldresh have arrived and are ready to sell weapons and supplies.

The three Kaldresh tribes are the Equaar, the Kamii, and the Vatraska. The Equaar are animal breeders and trainers, and their caravans are surrounded by small herds of animals. The Kamii are known for their metalworking, which has been said to rival the craft of dwarves. The Vatraska are healers and herbalists, but are known for their potions as much as their poultices.

Ability Score Increase. Your Intelligence score increases by 1.

Desensitized. You have advantage on saving throws against being frightened.

Tool Proficiency. You gain proficiency with herbalism kits, land vehicles, or the artisan's tools of your choice: brewer's supplies, carpenter's tools, jeweler's tools, smith's tools, or woodcarver's tools.

Manusa

Aloof and exotic, the Manusa are the smallest of the *tasques*. Manusa can't be found unless they wish to be, and are said to be affected by time differently

than other races. When encountered, the Manusa are taciturn and reticent and their answers to questions—if any—are short and cryptic. The Manusa practice no craft and have few interactions with giorgio, but seem able to provide for themselves. When they seek out the giorgio it's because they want a service, not to provide one.

The two Manusa tribes are the Canjar and the Zarovan. The Canjar are naturally magical and many have skill in creating magical items, although these are never for sale. The Zarovan are feared even by other Vistani, and have strange powers over the Mists.

Ability Score Increase. Your Intelligence score increases by 1.

Bend Time. You can take a bonus action or reaction while incapacitated. Once you use this feature, you can't use it again until you complete a long rest.

Gnomes

Analytical and inventive by nature, gnomes possess an insatiable curiosity and hunger for knowledge, believing all problems must be solved and all mysteries answered. All gnomes appear wizened and old, developing their first wrinkles in their youth while their hair quickly greys or balds.

Gnomes enjoy tinkering, inventing, and experimentation. While partial to clockworks, some gnomes prefer alchemy, animal husbandry, botany, mathematics, and even philosophy. Gnomes make no art and engage in as little farming and crafting as possible to leave time to perform their experiments.

To humans, gnomes seem mad, with obsessive tendencies and strange compulsions. Gnomes have little empathy, often bordering on sociopathy. Gnomes have a well-earned reputation for macabre humour. Not deliberately cruel, gnomes simply lack social graces. Gnomish practical jokes are elaborate—often overly so—and designed to encourage the victim to view things in a different light.

Languages. You can speak, read, and write Gnomish and one extra language of your choice.

Subraces

Differences in gnomes are cultural rather than ethnic and relate to the gnome's obsession and choice of guild.

Forest Gnome

It's rare for a gnome to belong to one of the guilds that focuses on biology, herbalism, philosophy or theology. Forest gnomes are strange even to other gnomes, being prone to weird philosophies and beliefs. They can often perform minor feats of magic

not because of an innate magical talent but an ability to manipulate reality through belief or disbelief.

Rock Gnome

Belonging to the more physical guilds of physics, mathematics, and chemistry, rock gnomes are also known as “tinkerers” for their obsessive need to create and continually fiddle with their hands.

Svirfneblin

Belonging to the guilds of geology or metallurgy, svirfneblin find as much joy from physical labour as they do from science. Svirfneblin are most at home deep underground, the lowest depths of their mines. Other gnomes lovingly tease svirfneblin that they're more like dwarves, but the deep gnomes are always quick to respond to mocking by pointing out the tinkering and engineering of the rest of gnome society wouldn't be possible without the ore they provide.

Half-Elves (Fey-Touched)

The fey-touched are neither human nor elf: they have the perpetual youth of the immortal fey but grow old and die as humans. They're still cursed with long lives and doomed to watch loved ones age and die. The vast majority of half-elves are the result of unions with Darkonian elves, as Sithicans seldom deem to have even non-romantic relations with humans.

Half-elves have no communities of their own, making their homes in the lands of one of their parents. Most half-elves are raised by humans; some men awake one morning to a bassinet on their doorstep a year after being ensorcelled or Mist-led. Human communities often fear the inhuman fey-touched, but seldom act against half-elf children out of fear of drawing the vengeance of the fey.

Languages. You begin play speaking Elven and a regional language of your choice.

Kalashtar (Dream-Touched)

With minds beyond human and souls unnatural, the dream-touched walk in two worlds at once. The kalashtar are humans whose souls have been touched by being from the Dreamlands: the world of sleepers and nightmares, or moon-beasts and gugs. The dream-touched seem detached and removed from the world, as if only half-aware of what is happening around them. Many lack common emotions or seem unfamiliar with mundane objects and events. Despite their naivety, they possess an innate wisdom and sense of spirituality.

Most dream-touched are humans who discovered something in the Dream Realm that opened a mental

door that can never be closed. Others have bonded on a spiritual level with something from that other reality. A few even had their waking bodies taken over by a creature of dreams, such as sentient dream or other native of the Dreamlands.

In addition, the Abber Nomads of the Nightmare Lands are kalashtar. Their homeland is a strange nation occasionally found in the Eastern Sea, which lies halfway between the walking world and the Dreamlands. The Abber have a unique outlook on life, and don't believe in anything they can't see, and have limited object permanence. Some travellers who have journeyed to the Nightmare Lands have also returned as dream-touched.

Kenku (Ravenkin)

A little over two-hundred years ago, the ravenkin entered the Land of the Mists. Resembling large ravens with a five-foot wingspan, these intelligent and reclusive avians possessed limited magic with which to defend themselves or combat the darkness surrounding them. The ravenkin found alternative methods of fighting the myriad evil in the Mists, closely observe their new home, weirding information as a weapon. They have developed a reputation as information brokers and spies.

As long lived race, ravenkin never bred quickly under ideal circumstance, with each only producing a few small clutches of eggs during their lifetime. This Mists also seems to have a degenerative effect on their eggs, and most prove to be unviable. Over the decades, the ravenkin have slowly dwindled in numbers.

Recently, a new mutation emerged among the ravenkin. Larger ravenkin were born who lacked wings but instead possessed hands. Curiously, these new ravenkin are also unable to speak, only mimic the speech of others. It's uncertain if these variants are a further corruption of the ravenkin, or an adaptation to survive in the Land of the Mists.

Ravenkin are still most common in the central Core, particularly the lands of Falkovnia, Tepest, Borca, and Barovia.

Shifters

Not a people but a collection of disparate individuals, shifters are humans partially afflicted with the curse of lycanthropy. Known by such names as lychan-kin, skinwalkers or rougarou, these are typically the victims of werewolf attacks who only partially succumbed to their curse. They might have been quickly treated for their injuries or consumed a herbal cure that removed most traces of the beast. A few shifters are the children of survivors,

who unknowingly passed their infection to their descendants.

Shifters typically look human, albeit with thicker hair and slightly pointed ears. Many have signs of their bestial nature, such as a single bushy eyebrow, hairy palms, pronounced canines, or the vertical pupils of a feline. During times of stress or excitement, the shifter can tap into beast hidden within. This accentuates their animalistic features, such as their teeth and nails elongating, their face becoming snout-like, or their ears growing wide.

Subraces

Variance in shifters generally depends on the type of lycanthrope that cursed them. However, lycanthropes vary greatly in appearance and traits, and the curse manifests differently for each shifter.

Beasthide

The hardy beasthide shifters were generally infected by wereboars or werebears. Somewhat uncommon, these shifters don't hail from any particular land or region. The swampy land of Souragne has been known to produce a few reptilian beasthide shifters, perhaps infected by a werecrocodile.

Longtooth

The most common variety of shifter by a wide margin, longtooths are typically cursed by werewolves. They're common in wolf-filled woods of the southwestern Core, such as Kartakass, Verbrek, and Invidia. The distant land of frigid Vorostokov also produces longtooth shifters.

Swiftstride

Only slightly less common than the longtooth shifters is the swiftstride variety. Often feline in nature, swiftstride shifters are commonly Vaasi, hailing from Valachan to the west or Nova Vaasa to the east. A number also come from Sri Raji in the Verdurous Lands, likely survivors of weretigers. In sharp contrast, the swiftstride shifters of Richemulot have rodentish features.

Wildhunt

Like their longtooth kin, wildhunt shifters result from werewolf attacks. These shifters are almost universally found in Verbrek. Wildhunt shifters feel a natural affinity for the cult of the Wolf God.

Tieflings

Many tieflings have fiendish blood in their veins, the result of couplings or assaults from summoned outsiders, but other are the result of infernal pacts, exposure to hellish energies, or some form of corruption.

Tieflings typically look human save a deformity or two that betrays their heritage. Common fiendish traits include small horns, cloven feet, clawed hands, patches of scales, or crimson eyes. Many are able to pass as human, either in dim light, or under clothing such as a heavy cloak or broad hat. All tieflings live in fear of being discovered and branded a witch, killed as a devil worshipper, or merely ostracized as a freak of nature.

Those with fiendish blooded are often considered innately evil by common folk; this is not entirely untrue as some tieflings feel compelled to commit evil acts. Most just have a strong predilection to law or chaos dependant on their heritage. Tieflings with devilish blood are often unable to lie or break an oath, while those with demon blood compulsively lie or chafe under any rules or instructions.

Languages. You can speak, read, and write your regional language and one extra language of your choice.

Warforged

The race known as the “warforged” are neither a people or culture but a collection of anomalies, a broad classification for otherwise unique creations. Warforged are constructs, akin to other “created” (or golems), who have been given the spark of life and some aspect of a soul. This is typically the result of a lucky accident, a confluence of factors both known and unknown.

Warforged are distinguished from other golems through their free will and intelligence, are not bound to the will of their creator. There is some debate regarding the origin of warforged souls, and if they're artificial souls created by some extraordinary process or if they were are the souls of previously living individuals. A few warforged do claim to have been human before their spirits (or brains) were moved into a metal frame and at least one claims to have died and been reincarnated into their present form.

Unlike the warforged of other distant lands, those in the Land of the Mists vary greatly in both appearance and their material of construction. Some are beings of metal and wood, while others are suits of plate armour imbued with a lifeforce. Alternative warforged are assembled from corpses rather than metal; like flesh golems, the bodies of these warforged are unnaturally resistant to injury. A few rare warforged were even living humans whose bodies were augmented with either metal parts or those from dead bodies, replacing crippled or injured limbs.



Height and Weight

You can choose to randomly determine your character’s height and weight on the Random Height and Weight table.

Random Height and Weight

Race	Base Height	Base Weight	Height Modifier	Weight Modifier
Caliban	4'10"	140 lb.	+2d10	x (2d4)
Dhampyr	4'8"	90 lb.	+2d10	x (1d4)
Gargoyle	5'4"	170 lb.	+2d10	x (2d6)
Giomorgo	4'8"	110 lb.	+2d10	x (2d4)



Chapter III: Classes

Filled with righteous fury, the anchorite of Ezra protects her flock from the legions of the night, though it may cost her life. A Kartakan skald sings with the passion of a lone wolf. Quick rapier strikes like flashes of lightning denote the skill of a Dementlieuse fencing master.

The Land of the Mists is filled with individuals of skill and cunning. More than others, adventures feel the weight of living in a land consumed by darkness, even if the source and nature of this burden is unknown. Magic is rare in the Mists, but adventurers are among the few who possess the skill and talent to use magic.

This chapter also includes a number of new subclass options, which are listed in the table below.

Artificer

“This? Just a bauble I made last night during a fit of idle boredom. It’s capable of killing a man at ten paces.”

Equal parts tinkerer and enchanter, artificers pair spring-powered clockworks with arcane magic to produce wonders. Artificers include reclusive scholars and inventors—including the archetypal mad scientist—but also the hedge witch skilled at brewing potions and the dwarven blacksmith that puts a little of themselves into their constructions. Some artificers are magical savants who unknowingly imbue their creations with magic. Others are formally trained arcanists who approach both engineering and magic with a scholarly focus.

Subclass

Class	Subclass	Level Available	Description
Barbarian	Faerie Hunter	3rd	Supplementing their rage with the magic of the Feywild
Bard	College of Theatric	3rd	Employs music and song to fascinate and enrapture
Bard	College of Threnody	3rd	Performs dirges for the recently departed
Druid	Circle of Blight	2nd	A fallen druid that rebels against the natural order
Monk	Way of Improvised Strikes	3rd	Turns mundane items into deadly weapons
Ranger	Alley Stalker	3rd	An urban ranger that prowls the streets and rooftops
Rogue	Divine Assassin	3rd	Killing in the name of their god
Rogue	Investigator	3rd	Uses their mind and senses to combat their foes
Sorcerer	Fey Bloodline	1st	Has the beguiling nature of fey ancestors
Warlock	The Mists	1st	Draws power from the unnatural Mists of Ravenloft

Lamordia produces the most artificers by a wide margin; while this rational land has little use for magic, its people are accustomed to engineering marvels that can't easily be replicated. Many Lamoridan artificers argue magic is just the manipulation of natural energies, and no different from electricity or fire. Others are ignorant of their use of magic and rationalize their accomplishments through psuedoscientific justifications. There are a number of renowned state-sponsored artificers in Darkon and Hazlan, with the latter being employed in that nation's production and export of magical goods. Some of the most accomplished artificers are the gnomes of eastern Darkon, who are fascinated with both mechanical devices and arcane curiosities. Few artificers emerge from the University of Dementlieu's Department of Arcane Sciences, as that school focuses on academic approaches to science, and is somewhat dismissive of artisans who work with their hands. Dementlieuse artificers are typically failed graduates who learned enough magic enchant items but not enough to work without aids.

Mutagenist

The foul and unpalatable concoctions of mutagenists alter the forms of living beings, twisting and reshaping their bodies. Artificers of the speciality have many similarities with alchemists, as both focus on brewing and distilling exotic substances. Where alchemists learn to heal injuries and restoring the body, mutagenists instead focus on augmenting their frames and increasing their physical potency. Their constant self-experimentation and exposure to harmful chemicals leaves most mutagenists somewhat twisted, either physically or mentally, as the toxic substances eat away at their sanity and self control.

Mutagenist Features

Artificer Level	Feature
3rd	Tool Proficiency, Mutagenist Spells, Mutagenic Mixture, Repressed Personality
5th	Extra Attack
9th	Adaptive Mixture
15th	Heighten Mutagen, Psychic Buffer

Tool Proficiency

When you adopt this specialty at 3rd level, you gain proficiency with alchemist's supplies. If you already have this proficiency, you gain proficiency with one other type of artisan's tools of your choice.

Mutagenist Spells

Starting at 3rd level, you always have certain spells prepared after you reach particular levels in this class, as shown in the Mutagenist Spells table. These spells count as artificer spells for you, but they don't count against the number of artificer spells you prepare.

Mutagenist Spells

Artificer Level	Spell
3rd	<i>bless, detect poison and disease</i>
5th	<i>calm emotions, enhance ability</i>
9th	<i>feign death, gaseous form</i>
13th	<i>death ward, polymorph</i>
17th	<i>contagion, modify memory</i>

Mutagenic Mixture

Starting at 3rd level, you can brew a potent mixture that augments your physical attributes, increasing your musculature and hardness. You can consume the elixirs as an action and gain the following abilities for the next 10 minutes:

- ◇ You have advantage on Strength checks and Strength saving throws.
- ◇ Your melee weapon attacks deal extra damage equal to your proficiency modifier.
- ◇ Your current and maximum hit points increase by twice your artificer level.
- ◇ Your carrying capacity is doubled.

You can use this ability twice between rests, regaining your expended uses after a long rest. At 9th level, this increases to three times between rests.

Repressed Personality

Also at 3rd level, an unconscious aspect of your personality becomes more independent, developing its own identity and desires. While this personality shares most of your Personality Trait, it has its own Ideal and Flaw. Choose two skills that this personality knows that you don't.

As a bonus action, you partially manifest a portion of this personality for 1 minute, adopting its Personality Traits and mannerisms. While this personality is active, you gain proficiency in its skills and have advantage on saving throws against being charmed or frightened.

Once you use this feature, you must complete a short or long rest before using it again.

Extra Attack

At 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.



Adaptive Mixture

Starting at 9th level, you can reshape your body through a specialized formula. You can cast *alter self* without expending a spell slot, provided you use alchemist's supplies as the spellcasting focus. You can use this ability a number of times equal to your Constitution modifier.

You regain all expended uses of this ability when you finish a long or short rest.

Heightened Mutagen

When you reach 15th level, your mutagen increase in potency. While under the effects of your mutagenic mixture, you gain resistance to bludgeoning, piercing, and slashing damage from nonmagical sources.

Psychic Buffer

Also at 15th level, your partially submerged alter ego shields you against mental attack. You gain proficiency in Charisma saving throws and gave resistance to psychic damage.

Barbarian

"Cities do not interest me. With their dirty rivers, foul air, and crowded streets. Give me the wilds any day."

Hailing for uncivilized regions, barbarians are rare in much of the Core, being more common in rural backwater and forgotten corners of the land. Most are not born to the wilds but are independent spirits who reject society for a life among nature, or those whose boundless rage alienates them and drives them away from civilization.

Barbarians that focus on pure berserk rage are often cursed with uncontrollable anger. Some barbarians are possessed by a spirit of fury, and the Vistani have been known smite cruel or thoughtless individuals with an accursed rage, a punishment occasionally being passed down bloodlines. Berserkers are occasionally the survivor of tragedy, their rage equal parts grief and remorse. There are a number of barbarians that draw strength from totem animals. Human barbarians in Verbrek and Kartakass frequently emulate wolves, while barbarians of Valachan call on panthers. Dwarven barbarians clad themselves in the skin of bears in the hope of channelling animalistic fury.

Faerie Hunter

Mixing spellcraft with weaponry, the barbarians known as faerie hunters are educated in sorcery by fey beings such as unicorns or dryads. Arcane magic comes easily to these warriors, even when gripped with wild fury. Faerie hunters are often guardians of enchanted woodlands, or act as a bridge between mortal lands and magical realms.

A faerie hunter lacks the uncouth savagery of most barbarians, but instead possess an alien mindset. They're not beings of mindless fury but instead burning passion, their emotions unrestrained by mortal morality. Faerie hunters can be fickle and unpredictable, possessing the innate chaotic nature of the fey.

Commonly found in the enchanted woods of Sithicus, the high elves of that forest embrace the alien mindset of the barbarian or ensorcell mortals to fight on their behalf. Karatakans also sometimes follow this path, mixing martial skill with passion and lyrical magic.

Faerie Hunter Features

Barbarian Level	Feature
3rd	Spellcasting, Focused Mind, Warding Defence
6th	Elemental Fury
10th	Single-Minded
14th	Sorcerous Might

Spellcasting

When you reach 3rd level, you augment your martial prowess with the ability to cast spells. See chapter 10 of the *Player's Handbook* for the general rules of spellcasting and chapter 11 for the sorcerer's spell list.

Cantrips. You learn three cantrips of your choice from the sorcerer spell list. You learn an additional sorcerer cantrip of your choice at 10th level.

Spell Slots. The Faerie Hunter Spellcasting table shows how many spell slots you have to cast your spells of 1st level and higher. To cast one of these spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

Spells Known. You know two 1st level sorcerer spells of your choice, which must be from the abjuration and transmutation schools. The Spells Known column of the Faerie Hunter Spellcasting table shows when you learn more sorcerer spells. Typically, these spells must be abjuration or transmutation spells of a level for which you have

Faerie Hunter Spellcasting

Barbarian Level	Cantrips Known	Spells Known	-Spell Slots per Spell Level-			
			1st	2nd	3rd	4th
3rd	3	2	2	—	—	—
4th	3	3	3	—	—	—
5th	3	4	3	—	—	—
6th	3	3	3	—	—	—
7th	3	4	4	—	—	—
8th	3	5	4	2	—	—
9th	3	5	4	2	—	—
10th	4	6	4	3	—	—
11th	4	7	4	3	—	—
12th	4	7	4	3	—	—
13th	4	8	4	3	2	—
14th	4	9	4	3	2	—
15th	4	9	4	3	2	—
16th	4	10	4	3	3	—
17th	4	10	4	3	3	—
18th	4	10	4	3	3	—
19th	4	11	4	3	3	1
20th	4	12	4	3	3	1

spell slots, but the spells you learn at 8th, 14th, and 20th level can come from any school of magic.

Whenever you gain a level in this class, you can replace one of the sorcerer spells you know with another spell of your choice from the sorcerer's spell list. Normal requirements, such as spell level and school, still apply when replacing a spell.

Spellcasting Ability. Charisma is your spellcasting ability for your sorcerer spells, since you either innately know your magic or were taught it by fey beings. You use your Charisma whenever a spell refers to your spellcasting ability. In addition, you use your Charisma modifier when setting the saving throw DC for a sorcerer spell you cast and when making an attack roll with one.

Spell save DC = 8 + your proficiency bonus + your Charisma modifier

Spell attack modifier = your proficiency bonus + your Charisma modifier

Focused Mind

Starting when you choose this path at 3rd level, you can cast cantrips and maintain your concentration on a spell while raging.

Additionally, if while raging you cast an abjuration or transmutation spell on your turn that targets yourself, your rage does not end early that round.

Warding Defence

Also at 3rd level, you gain the ability to magically ward yourself from harm. You can use Charisma modifier in place of either your Constitution or Dexterity modifier for Unarmoured Defence.

Elemental Fury

Beginning at 6th level, your rage become magically enhanced. When you gain this feature, choose one of the following damage types: acid, cold, fire, lightning, or thunder. When you deal bonus damage from your Rage or Brutal Critical features can you can choose the bonus damage to be your chosen type.

Single-Minded

When you reach 10th level, your anger helps focus your mind. Your proficiency bonus is doubled for Constitution saving throws to maintain your concentration. If you fail a concentration check while raging, you can use your reaction to end your rage early to retain concentration on the spell.

Sorcerous Might

At 14th, you can intertwine magic with your rage. When you cast an abjuration or transmutation spell with a duration of at least 1 minute using a spell slot of 3rd level or lower, you can choose to enter rage as part of the same action. The spell lasts for the duration of that rage and you do not need to maintain concentration for the spell. When you to fall out of rage, the spell also ends

Bard

"Hark, and listen to a tale of tragedy and woe, of a warrior jealous of his brother's love."

Bards have many names and many roles, being skalds to the dwarves, loresingers to the fey, and minstrels to humans. Bards are common throughout the Core. Those hailing from the civilized West live as courtly minstrels or stage magicians, while bards from the wild central core entertain in inns and carry news and gossip between towns, and bards from the East act as court magicians or travel as members of theatrical troupes.

The University of Dementlieu has several programs dedicated to arcane lore, and the magical training of that nation's stage magicians gives rise to many bards. The College of Liffe also has a respected music program that produces its share of bards, both of Colleges of Lore and Valor. The elven races are noted for their bardic traditions, the magic of song being respected by the wood elves of Darkon, who regularly mix swordplay with magic. Kartakass has a proud skaldic tradition, with regular musical



competitions and small musical schools; the history of the land is held in the songs of its bards. Gnomes are also often bards for myriad varied reasons that few other races fully understand.

College of Theatrics

The bards of the College of Theatrics are taught how to capture and hold the attention of an audience as well as alter their mannerisms, conceal their features, and veil their intentions. Lies come easily to these bards, who are as adept at making up tales as retelling the truth. Many of these bards find work as actors and performers, whether it is on their own or part of a travelling troupe. A rare few find alternate uses for their skills, as confidence men or even spies. Few of these bards remain in the same place for long, and most journey between theaters, royal courts, or inns.

Bards of Theatrics are often dedicated to their art. Many throw themselves into a role, adopting new mannerisms and habits, refusing to drop character before their performance is complete. Some even lose themselves in a performance, creating elaborate and detailed backstories. Other bards have a stable of favourite characters whom they can assume at a moment's notice.

The singing land of Kartakass is home to the College of Theatrics, training minstrels and skalds alike. The opera singers of Dementlieu occasionally follow this bardic path. It's said that the Vistani have their own College of Theatrics, but are reluctant to teach their methods to outsiders. However, some bards—especially giomorgo bards—have studied enough performances to learn the basics.

College of Theatrics Features

Bard Level	Feature
3rd	Bonus Proficiencies, Subtle Enchantment
6th	Captivating Performance
14th	Improved Performance, Stunning Performance

Bonus Proficiencies

When you join this college at 3rd level, you gain proficiency in the Deception skill, the Disguise kit, and one skill or set tools of your choice.

Subtle Enchantment

Also at 3rd level, creatures are less aware that you have used magic to influence their behaviour. When a spell you cast ends, which had charmed a creature that can hear you, as a reaction you can make a Charisma (Deception) check contested by the creature's Wisdom (Insight) check. If you succeed, the creature is unaware it was charmed.

Captivating Performance

When you reach 6th level, you have learned how to grab the attention of a small crowd. As an action you can begin a performance, such as singing, playing an instrument, telling a story, or reciting a poem. Choose any number of humanoid or beasts within 30 feet of you who can see and hear the performance. Each target succeed on a Wisdom saving throw against your spell save DC or become charmed for the duration of the performance. While charmed in this way, creatures have disadvantage on Wisdom (Perception) checks and won't willingly move to a space where they can't see or hear you. Creatures that succeed on this saving throw are immune to this feature for 1 day. You can continue the performance for up to 1 minute, but can't take any other actions during this time. The effects of the performance also end early if you or one of your allies takes a hostile action against one of the targets or any of its allies.

Once you use this feature, you must finish a short or long rest before you can use it again.

Additionally, you can spend a use of your Bardic Inspiration to fascinate a number of creatures charmed by your Captivating Performance equal to your Charisma modifier. While fascinated, creatures will use their movement to follow you, trying to staying within 60 feet. Fascinated creatures won't walk into visible dangers or hazardous locations.

Improved Performance

Starting at 14th level, while engaged in a performance, you can ensorcell your audience. While making a Captivating Performance, you can cast spells of the enchantment school that are 3rd-level and lower as part of the performance. Creatures charmed by your Captivating Performance don't consider this a hostile act.

Stunning Performance

Also at 14th level, you can render the audience of your performance awestruck. While maintaining your Captivating Performance, you can spend a use of your Bardic Inspiration to augment the effect. All creatures charmed by your Captivating Performance must succeed on a Wisdom saving throw against your spell save DC or become stunned until the performance ends. At the end of each of their turns, a stunned creature can repeat the saving throw to end this effect.

College of Threnody

Singing songs of loss and lamentation, bards of the College of Threnody often perform at funerals or give final rites to the dead. Their songs and elegies not only honour the dead but express the sorrow of their passing or remorse over deeds left undone. Bards of this college are commonly known as dirgists, while the college is dismissively called the “Graveyard School” and decried for its morbid and depressing songs.

Dirgists are often melancholy: tortured artists who struggle to capture emotion in song, all the while being too aware of their mortality. Others suffered a great loss, their songs a requiem for departed loved ones or past failures. A few have a fascination with death and undeath that borders on obsession. Threnody bards gain the inspiration for songs through time spent in graveyards or mortuaries. When its members meet, they often do so in large necropolises or ancient mausoleums.

The College of Threnody is popular across the island of Liffe, but the mournful dirgists have become common in eastern Darkon. Mournful songs that inspire feelings of loss or remorse are especially popular there, even in taverns and public performances. The elves of that region are particularly taken with the song, their long lives making death all the more painful, while Darkon’s gnomes—already known for their macabre and black humour—are drawn to this College. Unlike other bardic colleges, Threnody is unpopular in Kartakass, and funerals are a celebration of the dead’s life and not a time to dwell on their loss.

College of Threnody Features

Bard Level	Feature
3rd	Graveyard Sonata, Lamentful Fugue
6th	Violent Crescendo, Whispers of the Dead
14th	Requiem

Graveyard Sonata

When you adopt the College of Threnody at 3rd level, you can wrap yourself in eerie melodies, concealing your presence from undead. As an action, you start a performance that lasts until the end of your next turn. During that time, each undead within 30 feet that can hear your performance must make a Wisdom saving throw against your spell save DC. On a failure, you are invisible to that creature for the duration of the performance. This effect ends early if you take any action except continuing the performance.

Lamentful Fugue

Also at 3rd level, you can instill feelings of remorse and sadness in listeners. As a bonus action, you begin a performance that affects one creature of your choice within 60 feet of you who can hear you, filling the target crippling depression that lasts until the end of your next turn.

When the depressed creature is attacked, you can use your reaction to expend one of your uses of Bardic Inspiration, rolling the Bardic Inspiration die and subtracting the number rolled from the creature’s Armour Class for the triggering attack. You can choose to use this aspect of the feature after the attack is rolled but before any results of the attack are applied.

The creature is immune to this feature if it can’t hear you or is immune to being charmed. You can only affect one creature with this feature at a time.

Violent Crescendo

Starting at 6th level, your songs reminds listeners of the inevitability of death while instilling a desire to fight to live. When a living creature you can see is reduced to 0 hit points, you can use your reaction to make a quick performance that bolsters friendly creatures within 30 feet of you for 1 minute. When a bolstered creature hits with an attack, they can end this effect to deal 1d6 additional damage.

Whispers of the Dead

Also at 6th level, the spirits of the departed whisper to you, sharing their secrets and imparting forgotten knowledge. You can cast the *speak with dead* spell without expending a spell slot or requiring material components.

Once you use this feature, you can’t use it again until you finish a long rest.

Requiem

Starting at 14th level, personal loss fills your song with a terrifying guilt and sadness. When a friendly creature you can see is reduced to 0 hit points or killed, as a reaction you expend one use of your Bardic Inspiration to perform a requiem. Creatures of your choosing within 60 feet who can hear your requiem must make a Charisma saving throw against your spell save DC. On a failure, the target takes 3d8 psychic damage, or half as much on a successful save. If the creature who reduced your ally to 0 hit points is targeted by this effect, that creature has disadvantage on the saving throw.

Blood Hunter

"Yes, I have studied the black arts,... but it had to be done! Sometimes one must fight fire with fire, and my soul is a small price to pay."

A toxic elixir of ichor and foul substances gives blood hunters their power. This compound, created through a dark ritual, includes the remnants of unnatural monsters such as the undead or lycanthropes. The secret recipe of creating a blood hunter is banned in many lands, and spreads from village to village as whispered secrets or forbidden tomes. Blood hunters are often the survivors of some form of a monster attack. Driven by revenge but lacking the means of enacting retribution, they turn to path of the blood hunter. While the majority of blood hunters are self-taught, a few are mentored by an experienced blood hunter, who retired after a crippling injury.

It's said the first blood hunter was created in Souragne by a Voodan priest, in order for a grieving widow could hunt down the monsters that slew her husband. Another story says details of the ritual were found in a trunk full of books that washed up on the shores of Mordent amid the remains of a shipwreck. Another tale speaks of a lone traveler who claims to have awoken in a shallow grave with no memories but an inexplicable knowledge of blood hunter lore.

There's no region where blood hunters are common, no land with a hunter's lodge or stronghold of the blood hunter order. Blood hunters are most likely to emerge in rural lands lacking a central authority, where victims might see no alternative but partaking in a dangerous ritual. A number of blood hunters have been seen in Barovia and Kartakass. Others have been seen in Invidia and Valachan, as well as Darkon prior to the return of its king, Azlin.

Note: The blood hunter class was created by Matthew Mercer, and is found on both the [Dungeon Master's Guild](#) and [D&D Beyond](#).

Order of the Profane Soul

Blood hunters of this order strike a bargain with powerful beings. One such patron is the Mists, featured in the warlock Mist pact later in this book. The following options are added to this order, which is fully detailed in the *Blood Hunter* document.

Rite Focus

Beginning at 3rd level, you gain a specific benefit based on your chosen pact.

The Mists. When you roll initiative, you can spend a use of your Blood Maledict feature to roll your hemocraft die, and either add or subtract the result from your initiative roll.

Revealed Arcana

At 7th level, your patron grants you use of an arcane spell based on your pact.

The Mists. You can cast *blur* once using a pact magic spell slot. You can't do so again until you finish a long rest.

Unsealed Arcana

At 15th level, your patron grants you the use of an additional spell based on your pact.

The Mists. You can cast *haste* once using a pact magic spell slot. You can't do so again until you finish a long rest.

New Blood Curses

The following additional blood curses can be selected with the Blood Maledict feature at 1st level.

Blood Curse of Blunted Reflexes

When you hit with a weapon attack, you can thicken the blood in your opponent's veins, slowing their reaction time. Until the end of your next turn, the target can't take reactions and every time it makes a Dexterity saving throw or ability check it must roll a d4 and subtract that roll from the save or check.

Amplify. The target has disadvantage on their next Dexterity saving throw and is unable to take reactions for 1 minute. At the end of each of their turns they can make a saving throw against the curse, ending it on a success..

Blood Curse of Enflamed Passions

As a bonus action, you manipulate the blood of a creature you can see within 20 feet, flooding them with emotions. The target must succeed on a Charisma saving throw or be charmed by you until the start of your next turn.

Amplify. The creature remains charmed until the end of your next turn, and after this effect ends, the creature is unaware it was charmed by you.

Blood Curse of the Living Bomb

As a bonus action, you can infuse a creature's body with unstable magic for 1 minute causing its body to violently explode upon death. When the cursed creature dies, creatures within 5 feet of it must succeed on a Dexterity saving throw or take piercing damage equal to a roll of your hemocraft die.

Amplify. The cursed creature explodes more violently. Creatures within 15 feet must make the Dexterity saving throw, taking half damage on a success.

Blood Curse of Toxic Essence

As a bonus action, you envenom your own blood for 1 minute. The first time in a turn a creature hits you with a melee weapon attack, they must succeed on a Dexterity saving throw or take necrotic damage equal to your hemocraft die.

Amplify. A creature is affected by your toxic blood each time it hits you rather than one per turn.

Cleric

“May Ezra bless and keep you in her sights for the rest of your days.”

The gods are silent in the Mists. Even vocal deities from other realms are silent to their followers in the Mists. Clerics possess great faith: faith that the gods have not abandoned their followers, and faith that the horrors they witness have some purpose. They're chosen from the devout followers of a deity, the lay priests and common followers who are unable to employ magic.

Most clerics in the Core follow Ezra, but a number also heed the teachings of Belenus or the Lawgiver. Clerics following the teachings of their Church, and work to spread its teachings. The word of their superiors in the Church are often as important as holy script.

Anchorite

Followers of Ezra, anchorites are not just followers of the goddess but members of the clergy who are taught to tap into their goddess' spiritual bond with the Mists. Anchorites are respected for their defence of others, but even other followers of Ezra find them slightly unnerving: no one knows the full price paid for assuming the role of a goddess or presuming to influence the Mists.

Anchorites can take the Channel Divinity power Shield of Ezra in place of the Divine Domain feature normally gained at 6th level.

Channel Divinity: Shield of Ezra

Swirling mists surround an ally, deflects blows. When you or a creature within 30 feet of you takes bludgeoning, piercing, or slashing damage you can use your reaction to give the creature resistance to that instance of damage.

Druid

“Trees can speak if you are willing to listen.”

Bonded to the wilderness, druids reject civilization for the untamed world. They view themselves as defenders of nature, protecting it from the encroachment of civilization and the unnatural.

Druids are aware that the horror of the night don't just threaten human lives, and they work tirelessly to protect animals and purify defiled locations. Many druids also know that nature in the Mists can become malevolent, and work to end threats from the natural world before they can spark reprisals from civilized folk.

Druids are found throughout the Mists but are most common in the wild areas of the central Core. Some prefer to operate near civilization to better defend nature or ease the effects of man. A few druids—typically the arrogant Sithican elves—prefer to shape nature into a pleasing state rather than preserve or defend ugliness. The Witches of Hala operate throughout the Core; while the order includes sorcerers and some clerics, the majority are druids of the Circle of the Land. The order protects ancient knowledge and meets in sacred glades or circles of standing stones.

Druids of the Moon are rarer in the Mists, being feared as lycanthropes. Many hail from the dark woods of the central Core, living at the fringes of civilization. They seldom live deep in the wilderness, for even those woods are not safe for them.

Circle of Blight

Druids who reject their calling to protect the land find that the natural world rejects them in turn. Most druids seek to atone for their transgressions, restoring their bond to the wilds and making amends. A rare few embrace their new place outside of the natural order, revelling in the destruction caused by their corruptive presence. These druids are known as blighters: they move through the world like a plague, leaving desolation and deforestation in their wake.

The vast majority of blighters are nomads. As their presence corrupts the lands, causing decay and sickness, they can't remain in one place for long if they wish to eat. This lifestyle suits blighters just fine, as they continually search for new lands to despoil and twist.

Circle of Blight Features

Druid Level	Feature
2nd	Deforestation
6th	Rebuke Nature, Speak With Dead Animals
10th	Plague Touch
14th	Unnatural Sustenance

Deforestation

Starting at 2nd level, your presence leeches the life force from the surrounding vegetation, causing it to wither and eventually die. When you take a short

or long rest, you can choose to despoil the land within 100 feet of you, taking a portion of it energy into yourself. Healthy plants becomes sickly, while already infirm plants die. Doing so grants you a usage of blighting. When you roll dice to determine the number of hit points restored or damage caused by a spell, you can expend your blight to reroll any number of dice. You must use the new rolls. At any one time, you can have a maximum number of uses of blighting equal to half your proficiency bonus.

This ability only affects nonmagical plants. Plant type creatures are uninjured, but this ability causes them discomfort.

Rebuke Nature

Beginning at 6th level, your presence causes nature to recoil. As an action, you unveil your unnatural connection to the world. Each beast or plant creature that can see you within 30 feet of you must make a Wisdom saving throw. If the creature fails its saving throw, it's turned for 1 minute or until it takes any damage.

A turned creature must spend each of its turns trying to move as far away from you as it can, and can't willingly move to a space within 30 feet of you. It also can't take reactions. For its action, it can use only the Dash action or try to escape from an effect that prevents it from moving. If there's nowhere to move, the creature can use the Dodge action.

Speak With Prey

Also at 6th level, you may converse with the lingering spirits of slain beasts. You can cast *Speak with animals* as a ritual, except the target must be a beast that died within the last week.

Plague Touch

Starting at 10th level, your touch causes plants and living creatures to wither and decay. As an action make a melee spell attack against a creature within your reach. On a hit, the target takes 3d12 necrotic damage. Additionally, if the target is currently afflicted by a disease, the *contagion* spell, or similar effect, it must make an immediate saving throw against that effect with disadvantage.

You can use this feature a number of times equal to your Wisdom modifier (minimum of once), and you regain all expended uses of it when you finish a long rest.

Beginning at 14th level, the damage of your Plague Touch increases to 4d12

Unnatural Sustenance

When you reach 14th level, the life-force of vegetation withered and slain by your presence sustains your life and bolsters your health. You no longer need food or water. In addition, you are immune to disease.

Fighter

"Sir, yes sir!"

Standing armies are common in the Core but open warfare is rare: few fighters are forged in larger conflicts. Elite knightly orders are also unusual, with few operating publicly. Fighters are as likely to be common watchmen and city guards as they're crusaders or swashbucklers. Mercenary companies also exist, guarding trade routes between isolated settlements and protecting the interests of larger merchant companies. Firearms have replaced swords and axes in the refined West, encouraging local fighters to dabble in the art of rogues and rangers. Those who prefer melee tend to favour light blades over antiquated heavy weaponry. In the east, heavily armoured fighters with slow but deadly weapons are still the norm.

Commoner fighters that were guards or watchmen tend to follow the path of the Champion, lacking the discipline and training to develop specialized skills. Many were hunters or other self-trained warriors. Battle Masters tend to hail from academies, trained to be knights in the East or elite guards and officers in the West. Most come from the nobility, as few commoners have the resources needed to pay for the education. The fey woods of Sithicus are the primary source of Eldritch Knights, as the high elves of that land have long mixed sorcerer and swordcraft. As the University of Dementlieu grows in status that nation is beginning to train soldiers in wizardry and warfare, but so far this is limited to a few exceptional students.

Monk

"Most would not consider pugilism an art, but my fists paint masterpieces on the canvas of my enemies' faces."

Skilled in the art of combat, monks are as deadly with their hands as a fighter is with sword or firearm. Many excel in speed and swift movement while other simply prefer to duck and block blows.

When most folk think of monks they envision the agile and deadly warriors of Rokushima Taiyoo with their unusual yet deadly weapons. Or they think of

the veiled desert warriors of the Amber Wastes or warriors from the monasteries of that same land with their coloured robes and shaven heads. Others think of veiled desert warriors of the Amber Wastes, or the flowing robed and or the deadly cultists of Sri Raji. Few people think of monks as Vistani bare-knuckle boxers, the sandy wrestling rings of Richemulot, or consider the humanist fighting philosophers of Zherisia.

Way of Improvised Strikes

Monasteries typically impart the knowledge of turning fist and foot into weapons as lethal as any sword or teach the use of esoteric weaponry. A few schools of martial arts educate their pupils in the arts of turning mundane, everyday objects into deadly weapons. These same techniques are learned in the back alleys of Port-a-Lucine and the rough pubs of Paridon. In the hands of these monks, a bottle, barstool, ladder, umbrella, or skillet becomes a deadly weapon. These warriors defend themselves with whatever is at hand, rapidly picking up and dropping items as needed.

Way of Improvised Strikes Features

Monk Level	Feature
3rd	Improvitational Master
6th	Shattering Strike
11th	Reflexive Parry
17th	Sweeping Attacks

Improvitational Master

When you learn this tradition at 3rd level, you master fighting with common objects. You gain proficiency in improvised weapons, and these weapons are monk weapons for you. Furthermore, you can attack with an improvised weapon in place of an unarmed strike.

In addition, when you take the Attack action on your turn, as part of each melee attack you can pick-up an object within your reach.

Shattering Strike

Beginning at 6th level, you strike with such ferocity and power that objects shatter in your hands. When you hit with a melee weapon attack using an improvised weapon, you can spend 1 ki point to break the item, dealing additional damage equal to your proficiency modifier.



Reflexive Parry

When you reach 11th level, you become adept at blocking and parrying blows with held items. When you are hit with a melee attack while wielding an improvised weapon, you can use your reaction to roll your Martial Arts die, adding the result to your AC for that attack, potentially causing the attack to miss you. Regardless of whether the attack still hits or misses, the improvised weapon is destroyed.

Sweeping Attacks

At 17th level, your wide swings can keep your foes at bay, harrying their movement and threatening to sweep their legs out from beneath them. While wielding an improvised weapon with two hands, you can shift your grip to give it the reach property. When you take the Attack action your turn, you can choose to gain one of the following benefits until the start of your next turn:

- ◇ Hostile creatures treat the spaces within your reach as difficult terrain.
- ◇ The first time you hit a creature on your turn, the target must succeed on a Dexterity saving throw or be knocked prone.
- ◇ Creature provoke opportunity attacks when they move within your reach.

Paladin

"Foul unholy beasts! You will never harm anyone ever again!"

Rare in the Mists, paladins are holy warriors that seek out evil to destroy it, defending their flock from harm. While clerics live to teach and aid others, paladins lead by example. Their mission is to protect the bodies of parishioners, while clerics protect their souls. Despite this, paladins are often considered misguided or deluded by the common folk, occasionally little more than religious fanatics.

Few races other than humans ever produce paladins. Elves lack the discipline while halflings prefer to remain unseen. The innate taint of human-kin folk like teiflings, calibans, and dhampires appear to limit their ability to be paladins.

Ezra, the Lawgiver, and the Morninglord all frequently inspire paladins. Paladins of Ezra typically take the Oath of Devotion, as that god teaches Her followers to defend the weak and protect people from the Legions of the Night. The paladins of the Lawgiver tend to focus on the eradication of corruption and disorder and less on evil, and most opt for Vengeance over Devotion. Followers of the Morninglord are split between Devotion and Vengeance, as undead must be eradicated but innocents must be protected and redemption must be offered to those who seek it. A few rare followers of Hala opt to take the martial path, and swear the Oath of Ancients. Green Knights are also occasionally found among the elves of Darkon.

Ranger

"Five of them. I'd say they passed by here three, maybe four days ago. One of them was carrying something heavy, something struggling."

Hunters by trade, rangers are skilled at running down and pursuing prey: be it animal, man, or something else entirely. Most rangers are woodsmen that live between areas of civilization, in the wild parts of the Core. They're often trappers, hunters, or guides who make a living off the land.

Verbrek, Valachan, and Kartakass are known for their rangers. These rangers are typically Hunters; while there are few colossal monsters, giants, or hordes of humanoid creatures in the Mists, Hunters apply these same skills against dangerous monsters, and packs of feral beasts. In the cities of the West, there are also urban rangers who work as watchmen or bounty hunters: chasing criminals and human vermin. These specialize in the wild areas of cities, such as narrow alleys, squalid slums, and dark

sewers. Richemulot and Paridon both have a number of urban rangers and several manhunters are also found in the cities of Darkon, Dementlieu, and Mordent. Beast Master rangers seldom employ wild or exotic animals that are hard to replace, instead training hunting dogs, horses, or birds of prey.

Alley Stalker

Colloquially known as urban rangers, those who embracing these techniques move from natural space to urban wilds: slums, docks, parks, sewers, and alleyways. Many work as members of an official city watch or private mercenary company keeping the peace, while other rangers hire out their skills. In corrupt settlements, an Alley Stalker might take the law into their own hands, enacting justice as they deem appropriate.

Alley Stalkers feel the rhythms of their city and speak of it like the city were a living thing; they know the movement of its people and goods, and defend it from both internal and external threats. To defend their urban protectorate, these rangers learn how to combat the dangers of the city, both bestial and humanoid, and how best to pursue those who violate the laws of either nature or civilization.

Urban lands such as Borca and Richemulot give rise to the most Alley Stalkers. Prior to the Requiem, Il Aluk was home to a number of urban rangers. The corruption and rampant crime found in Nova Vaasa cities also leads many to take learn these techniques.

Alley Stalker Features

Ranger Level	Feature
3rd	Alley Stalker Magic, Community Explorer, Crippling Blow
7th	Crowd Dodging
11th	Multiattack
15th	Stalker's Defence

Alley Stalker Magic

Starting at 3rd level, you learn an additional spell when you reach certain levels in this class, as shown in the Alley Stalker Spells table. The spell counts as a ranger spell for you, but doesn't count against the number of ranger spells you know.

ALLEY STALKER SPELLS

Ranger Level	Spells
3rd	charm person
5th	spider climb
9th	speak with dead
13th	freedom of movement
17th	animate object

Community Explorer

When you reach 3rd level, you consider cities as much your home as the wilderness. You can familiarize yourself with a number of settlements equal to your Wisdom modifier (minimum 1), treating those settlements as a favoured terrain for your Natural Explorer feature.

To familiarize yourself with a settlement, you must spend 24 hours in that community, walking its streets and learning its rhythms. The hours need not be consecutive, but can't be spread out over a period longer than a week. A settlement must have a population of at least 1,000 to be large enough to qualify for this feature. Familiarizing yourself with a different settlement beyond this maximum replaces an existing settlement of your choice.

Crippling Blow

Also at 3rd level, you learn to impede your prey for easier pursuit. Choose two of the following options. Once on each of your turns, when you hit a creature with a weapon attack, you can apply one of these effects to your attack.

Bleeding Wound. You cut open a deep cut that bleeds profusely. At the start of the target's next, it loses 1d8 hit points from the wound. Undead and constructs are immune to this effect.

Disorienting Strike. You distract or rattle the target, preventing that creature from taking reactions until the end of your next turn.

Fumbling Attack. You partially knock the target's weapon from their grip, throwing off their balance. The next time the target attacks, it must roll a d6 and subtract the number rolled from the attack roll.

Hamstring. You strike at your quarry's means of locomotion. The target's speed is halved until the start of your next turn. This has no effect on creatures who use magical means of movement.

Knockback Strike. Through force or shifting your enemy's balance, you reposition your foe. The target is shoved to a space 5 feet away.

Staggering Blow. You daze or addle the target until the start of your next turn. The creature can move or take an action on its turn but not both..

Crowd Dodging

Starting at 7th level, you have grown adept at weaving through crowds and quickly dodging around people. Spaces occupied by non-hostile creatures are not difficult terrain to you, and you can move through spaces occupied by hostile creatures, treating such spaces as difficult terrain.

Additionally, you have advantage on ability checks related to chases while in your favoured terrain.

Multiattack

When you reach 11th level, you gain the following feature, or one of the choices from the *Player's Handbook*.

Parrying Strikes. You can use your action to move up to half your speed. Opportunity attacks made against you have disadvantage, and each time a creature targets you with an opportunity attack during this movement, you can make a melee weapon attack against that creature.

Stalker's Defence

At 15th level, while you are hidden from a creature, you have advantage on all saving throws that creature makes you roll.

Toxic Resistance

Starting at 15th level, you have become accustomed to squalid conditions and are immune to disease and poison.

Rogue

"The lock tumbler is connected to the driver pins. The driver pins are connected to the lock plug."

A diverse lot, rogues can be found almost anywhere and are as difficult to pin down into a single role as they are to lockup in a town jail. Some rogues specialize in literally stabbing someone in the back while others prefer a metaphorical knife. Rogues are as just as likely to find themselves robbing a noble's house as beating a mark in an alley or as looting and ancient tomb. Most common in places of civilization, rogues can make a living wherever there is an opportunity to test their skills or earn some gold. Found on both sides of the law, rogues might act as thieves and assassins, or serve as members of the constabulary or thief-takers who hunt down criminals, even make a role for themselves in the middle of law and crime.

Burglars, thieves, and scoundrels are common examples of rogues and common in most settlements. Other types of rogues include Dementlieuse spies, Borcan assassins, pirates from the Sea of Sorrows, and Invidian knife fighters. Thieves' Guilds are common in many major cities: Dementlieu, Borca, and Nova Vassa are all known for their large criminal bands. Guilds take offence to independent rogues operating in their territory, excluding common muggings and street crime. The larger guilds, such as the two in Port-a-Lucine and Malken's Guild in Nova Vassa, recruit and train assassins and thieves with magical arts. There are a number of independent assassin's guilds, including the feared Ba'al Verzi of

Teufeldorf, the League of Nine in Sturben, and the Circle Sinister in Port-a-Lucine. Beyond the Core, the Ahltrian are a secretive group of killers operating out of the Shadowlands.

Divine Assassin

Chosen by their god or tasked by their church to eliminate heretics and infidels, divine assassins kill in the name of faith. They're often zealots and fanatics, highly trained to serve as the mortal hand of their deity. These rogues hunt those their church decrees heathens or sinners. Noble orders challenge the unrighteous, be they thieves and con-artists or unnatural monstrosities. Evil faiths have assassins trained to pursue enemies of the church and extract penance from those who abandon their faith or are lapse in their tithing.

Overwhelmingly, divine assassins in the Land of the Mists tend to belong to the Iron Faith. These rogues are orphans who were left to the Church and showed exceptional talents. These enforcers belong to the *Jernspørgsmålers* (or “Iron Inquisitors”) that exist extinguishing the lives of heretics and traitors. Divine assassins typically report to one of the eight aerkebiskops in the Core or directly to the Himmelsk Naeve in the Black Citadel-Fane in Kantora. A number of divine assassins also serve for Belenus, although in a less organized fashion. These rogues tend to belong to the Inquisition in Tepest, hunting down wicked creatures, like fey and hags.

Divine Assassin Features

Rogue Level	Feature
3rd	Spellcasting, Sacred Strike
9th	Aura of Anonymity
13th	Fateful Stride
17th	Spiritual Immolation

Spellcasting

When you reach 3rd level, you augment your martial prowess with the ability to cast spells. See chapter 10 of the *Player's Handbook* for the general rules of spellcasting and chapter 11 for the cleric's spell list.

Cantrips. You learn three cantrips: *sacred flame* and two other cantrips of your choice from the cleric spell list. You learn another cleric cantrip of your choice at 10th level.

Spell Slots. The Divine Assassin Spellcasting table shows how many spell slots you have to cast your spells of 1st level and higher. To cast one of these spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

Divine Assassin Spellcasting

Rogue Level	Cantrips Known	Spells Known	-Spell Slots per Spell Level-			
			1st	2nd	3rd	4th
3rd	3	2	2	—	—	—
4th	3	3	3	—	—	—
5th	3	3	3	—	—	—
6th	3	3	3	—	—	—
7th	3	4	4	—	—	—
8th	3	5	4	2	—	—
9th	3	5	4	2	—	—
10th	4	6	4	3	—	—
11th	4	7	4	3	—	—
12th	4	7	4	3	—	—
13th	4	8	4	3	2	—
14th	4	9	4	3	2	—
15th	4	9	4	3	2	—
16th	4	10	4	3	3	—
17th	4	10	4	3	3	—
18th	4	10	4	3	3	—
19th	4	11	4	3	3	1
20th	4	12	4	3	3	1

Spells Known of 1st-Level and Higher. You know three 1st-level cleric spells of your choice, two of which you must choose from the evocation and necromancy spells on the cleric spell list.

The Spells Known column of the Divine Assassin Spellcasting table shows when you learn more cleric spells of 1st level or higher. Each of these spells must be an evocation and necromancy spell of your choice, and must be of a level for which you have spell slots. For instance, when you reach 7th level in this class, you can learn one new spell of 1st or 2nd level.

The spells you learn at 8th, 14th, and 20th level can come from any school of magic.

Whenever you gain a level in this class, you can replace one of the cleric spells you know with another spell of your choice from the cleric spell list. The new spell must be of a level for which you have spell slots, and it must be an evocation and necromancy spell, unless you're replacing the spell you gained at 8th, 14th, or 20th level.

Spellcasting Ability. Wisdom is your spellcasting ability for your cleric spells, since you learn your spells through dedicated and faith to your church. You use your Wisdom whenever a spell refers to your spellcasting ability. In addition, you use your Wisdom modifier when setting the saving throw DC for a cleric spell you cast and when making an attack roll with one.

Spell save DC = 8 + your proficiency bonus + your Wisdom modifier

Spell attack modifier = your proficiency bonus + your Wisdom modifier

Sacred Strike

Also at 3rd level, you can choose to have the additional damage granted by your Sneak Attack feature be radiant damage.

Aura of Anonymity

At 9th level, subtle magic allows you to fade into the background of crowds. While you are among a group of ten or more creatures you can use your action to become invisible until you move, take an action or reaction, or target a creature with an attack.

Fateful Stride

When you reach 13th level, you can step between places. On your turn, instead of moving, you can teleport 10 feet to a space you can see or in a direction of your choice. Once you use this feature, you can't use it again until you move normally.

Spiritual Immolation

Starting at 17th level, you consume the souls of your targets with holy fire. When you kill a creature with your sneak attack, their body and soul are consumed by magical fire, making it impossible for them to be restored to life by any means less than a *wish* spell or similar magic.

Investigator

The strongest weapons of an investigator are not a bow and dagger but their keen mind and quick wits. They're adept at piecing together evidence and observing details that others might miss. These rogues are trained to spot flaws in their opponent's defences or gaps in their fighting style, and quickly communicate these details to waiting allies.

Detectives, archaeologists, and some monster hunters often belong to this archetype. Some investigators remain criminals, becoming masterminds who rely on underlings for theft and murder.

Investigators thrive in urban areas of the Core, such as Borca, Richemulot, Dementlieu, and Nova Vaasa. The Lamplighters of Mordent are renowned law enforcement agent that employees and trains many investigators.

Investigator Features

Rogue Level	Feature
3rd	Identify Weakness, Keen Observations
9th	Evaluate Target, Web of Informants
13th	Distant Assistance
17th	Sudden Advantage

Identify Weakness

Starting at 3rd level, when you take the Help action to aid a creature's attack and that attack hits, the creature deals extra damage equal to your Sneak Attack damage.

Keen Observations

Also at 3rd level, you can use the bonus action granted by your Cunning Action to take the Search action.

In additional, if not already proficient in Survival, you can add your proficiency bonus to Wisdom (Survival) checks to follow tracks.

Evaluate Target

Starting at 9th level, you have learned how to study a creature to learn its capabilities and physical characteristics and mannerisms. For each minute you spend watching the creature, you learn if it is your equal, superior, or inferior in one the following characteristics:

- ◇ Intelligence score
- ◇ Wisdom score
- ◇ Charisma score
- ◇ A skill
- ◇ Total class levels (if any)
- ◇ Rogue class levels (if any)

At the DM's discretion you might discover other information such as a special ability, vulnerability, or personality trait such as an ideal or bond.

Web of Informants

By 9th level, you have acquired a number of agents and contacts you can approach for information and research materials. These contacts might be tied to your background or individuals who owe you a debt not easily repaid. While in a settlement where you have a contact you have advantage on all Intelligence (Investigation) checks made while researching using downtime days.

In addition, you are typically aware of current events as your contacts will dispatch messages to inform you of noteworthy developments and occasionally approach you with new information.

Distant Assistance

At 13th level, you can direct attacks while keeping yourself a safe distance away. You can use the Help action to aid a friendly creature in attacking a creature within 15 feet of you.

Sudden Advantage

When you reach 17th level, you can point out your enemy's most vulnerable areas. When a friendly creature within 15 feet that can see and hear you scores a critical hit, you can use your reaction to roll your sneak attack, adding the result to the damage of the critical hit.

Sorcerer

"Magic is in my blood. I required no training and I care not for limits or restraint."

The ambient magic energy and fantastic lineages needed to birth a sorcerer is rare in the Mists. In order to wield arcane power most mortal must study their art, or bargain with otherworldly beings. The majority of sorcerers are born from luck: an alignment of stars during conception, birthed on a site of powerful magic, or the culmination of disparate bloodlines.

The origin of sorcerers is vague and there are many theories, but none with definitive proof. Sorcerers of the Draconic Bloodline prompt the most debate: there are no dragons to sire offspring, so their magic must come from elsewhere. Some arcane

scholars point to elemental beings, like salamanders or aquatic beasts, while others claim sorcerers are devolving into some primordial form. Elves claim dragons were really of powerful sorcerers whose power altered them into something inhuman, but dwarves insist dragons were real but were hunted to extinction. The origins of Wild Magic are equally unknown, but it seems tied to the land, with many sorcerers developing this talent near the misty border or near the nation of Vechor. Sorcerers can also the followers of Hala, as masculine followers of that god often display sorcerous powers when they learn the ways of the Weave.

Fey Bloodline

Related to sylvan beings, feyblood sorcerers can trace their arcane power back to an ancestor's dalliance with a fey creature. This relation is not always overt or well known, perhaps being the result of an illicit romance or a fey being disguised as a spouse. Some feyblood sorcerers are mortals who were stolen and replaced by changeling babes, and then raised by a fey.

The magic of this bloodline tends to be subtler than that of other sorcerers, more focused on deception and ensnaring minds. Even those feyblood sorcerers who employ evocation magics can do so with more finesse and discretion.

In the Land of the Mists, feyblood sorcerers are common in the land of Tepest, where the taint of hags and the shadow fey is strong. In the misted woods surrounding Sithicus, many feyblood sorcerers are also born. The various elves themselves are seldom sorcerers, preferring the path of wizardry, but it is not unknown for innate magic to manifest.

Fey Bloodline Features

Sorcerer Level	Feature
1st	Glamour
6th	Faerie Resilience
14th	Deceptive Sorcery
18th	Faerie Crossing

Glamour

When you select this origin at 1st level, you learn how to cloak yourself in a glamour that alters your appearance in subtle ways. The glamour does not act as a disguise but obscures or veils physical imperfections, grime, and worn clothing, while making you seem more charming and mysterious. While under the glamour you appear somewhat otherworldly, with an ineffable glow and a constant breeze waving through your hair.

As an action you can raise your glamour, which lasts for 1 minute, or until you lose your



concentration (as if you were concentrating on a spell). While your glamour is active you have advantage on all Charisma checks. Once you use this feature, you must finish a short or long rest before you can use it again.

Faerie Resilience

At 6th level, when you cast a sorcerer spell you can spend 1 sorcery point to gain resistance to nonmagical weapons for 10 minutes.

Deceptive Sorcery

When you reach 14th level, you can use Subtle Spell even if you have already used a different Metamagic option during the casting of the spell. Additionally, when using Subtle Spell you can make a Charisma (Deception) check contested by Wisdom (Insight) to hide the fact you cast a spell from onlookers.

Faerie Crossing

At 18th level, you can partially step into the Feywild to instantly travel in the blink of an eye. As a bonus action you can spend sorcery points teleport, traveling 15 feet for every sorcery point spent. Alternatively, when you are attacked by creature within 30 feet of you that you can see, you can use your reaction to activate this feature, but the sorcery point cost is doubled.

Warlock

“At night they whisper to me, listing my sins and reminding me of the price I will pay for my magic. Still... it was worth it.”

Those bargaining for power in the Mists risk more than just their spirit, as their pacts might twist them: mind, body and soul. Many warlocks are uncertain of the name or nature of their patron, simply knowing it as a voice in the wind, a figure in a vision, a spirit of nature, or a smiling shadow in the corner of the eye. Some warlocks believe their patron is benevolent, such as a nature spirit or animistic being—but it’s uncertain if this is true or wishful delusion. Others believe the common wisdom that a warlock’s master is an infernal being, a devil that will claim their soul upon death.

Warlocks commonly come from the wilder realms such as Valachan or Kartakass, lands without arcane colleges or easier access to magic. Tepest claims it’s rife with witches, but the folk of that land declare any arcane magic user a “witch” so it’s uncertain if there are more warlocks or not. Warlocks of ally with an Archfey are typically elven or from lands bordering

Sithicus or the Shadow Rift. But potent fey creatures lurk in the dark centers of forests throughout the Core, such as the Ebony Unicorn of Nova Vassa or the Green Maiden of Falkovnia. Fiends are common patrons, coming to potential warlocks with offers of power and glory. Some Fiends don’t fully enter the Mists and speak through emissaries and lesser fiends, while others dwell in the land like Drigor or Inajira. Great Old Ones are rare in the Mists, with the Far Realm seldom intruding with the land. The slithering horrors of Blutspur revere a being whose mind is powerful enough to contact creatures in other lands and offer them power, and the Sorcerer-Fiend, Gwydion, is free with his power for reasons of his own.

The Mists

Your patron is more of a force than a being. There is no overt agreement, no parley between the warlock and the Mists or its representative.

Instead of a bargain, you might be stealing your power by binding yourself with the land, using the world itself as a power source. Or you might have been touched by the Mists, tainted after a time trapped inside. Your powers might even be a curse, the result of corruption caused by deeds performed while in the misty border.

The Mists Features

Warlock Level	Feature
1st	Expanded Spell List, Relative Time
6th	Mist Call
10th	Grasping Mists
14th	Mist-Led

Expanded Spell List

The Mists grant you variant magical knowledge, allowing you to choose from an expanded list of spells. The following spells are added to the warlock spell list for you.

The Mists Expanded Spells

Spell Level	Spells
1st	<i>fog cloud, longstrider</i>
2nd	<i>blur, detect thoughts</i>
3rd	<i>haste, stinking cloud</i>
4th	<i>confusion, phantasmal killer</i>
5th	<i>cloudkill, modify memory</i>

Relative Time

After you bind yourself to the Mists at 1st level, time begins to move differently for you. When you roll initiative, you can choose to add or subtract your proficiency bonus from the result, decided after you roll.

You can also slightly shift through time. When a creature ends their turn, you can use your reaction to change your initiative so you act next in the initiative order. After you do so, you lose all benefits of this feature until you complete a short or long rest.

Mist Call

At 6th level, you can conjure a thin pool of wispy mist as an action. The mist forms around you and has a radius in feet equal to five times your proficiency bonus. The pool of mist lies close to the ground obscuring the terrain but not any creatures standing within. The misty pool remains for 1 minute or until you choose dismiss the effect on your turn.

The mist moves with you. However, at any point during your turn, you can choose to make it stationary. You can summon this stationary mist back to you as a bonus action. While inside your misty pool, as a bonus action you can teleport to any other point in the mist. Teleporting in this way makes the mist stationary.

Once you summon the mists with this feature, you can't summon them again until you complete a short or long rest.

Grasping Mists

Starting at 10th level, you can create writhing tendrils of mist that wrap around your enemies. As an action, each creature of your choice within a 15 feet of you must make a Dexterity saving throw against your warlock spell save DC. Creatures who fail this save are caught in the wispy yet solid tendrils and restrained for 1 minute or until you end the effect as an action. A creature restrained by the misty tendrils can use its action to make either a Strength (Athletics) or Dexterity (Acrobatics) check against your spell save DC. On a success the creature frees itself and is no longer restrained.

Once you use this feature, you can't use it again until you complete a short or long rest.

Mist-Led

When you reach 14th level, you can trap a creature in the Mists, pulling them into a space between spaces. As an action you cause the Mists to rise up to snatch a creature you can see within 60 feet of you. The creature immediately vanishes, and remains lost in the Mist for 10 minutes.

As an action, the lost creature can try to will itself

to return, making a Charisma saving throw against your spell save DC. On a success, the creature returns to the space it previously occupied, or the nearest unoccupied space. At the DM's discretion, the target of this attack might need to make a saving throw against madness.

Once you use this feature, you can't use it again until you complete a short or long rest.

Wizard

"The forces of nature bow to my commands, for I know the forbidden secrets of the universe!"

Those with arcane knowledge have seldom been trusted in the Land of the Mists. While not as feared as warlocks, wizards are still distrusted in most lands. Commoners whisper over the unholy rituals committed by wizards in the name of their art and the price that must be paid. All arcane spells are seen as black magic with a cost in blood or the caster's eternal soul.

The University of Dementlieu is especially does have a Department of Arcane Sciences, which equally examines the magical and pseudoscientific. While not dedicated to producing wizards, many students of that department do graduate with some knowledge of spellcraft. Arcane magic is somewhat accepted in that land, although it's not respectable and seen as a quaint distraction unworthy of serious attention. Darkon and Hazlan have a number of mage colleges that train new wizards, with the latter's being held in high esteem although the populace is still untrusting of magic. Private scholars are available in some of the western lands, such as Dementlieu, Mordent, and Richemulot, who tutor those with magical potential, sometimes without full parental permission. Foreign mystics are also common, with Sri Raji and Har'Akir are both known for their magical tradition.

Students of the University in Dementlieu attempting to learn magic tends to focus on illusion and conjuration, owing to the frequency of stage magicians in that region. There are also a number of noted tomes on enchantments, but the department lacks books on abjuration. The academies in Liffe have similar topics of interests. Darkonian schools have a strong focus on necromancy, with some illusion, divination, and abjuration training. Hazlani wizardly colleges focus on the schools of evocation, transmutation, and abjuration.



Chapter IV: Backgrounds

The nervous monk from the Order of Guardians hunts for a missing artifact, a brash farmer's son skilled with a crossbow seeks the monster that almost killed him, the scholarly daughter of a noble house hope to prove their worth, and an reluctant inquisitor hunting for heretics to save their village.

Adventurers in the Land of the Mists are often common people forced into the role of champion. They're seldom natural born heroes or mythic warriors destined for greatness. Instead, these reluctant champions are more likely to come from humble origins, average people who discover an untapped potential after emerging from a tragedy or when thrust into the life of danger.

When creating a character, you should not only consider what your character they did before they became an adventurer, but why they chose to leave behind a life of safety for one of danger and insecurity.

Backgrounds for the Mists

Mundane occupations are just as prevalent in the Land of the Mists as they're in other worlds. Members of the backgrounds found in the *Player's Handbook* can be found in most nations in the Core and beyond.

This chapter provides some additional details for these backgrounds, describing how the fit into the world. In addition, there are a number of new variants for existing backgrounds. This chapter also includes several new backgrounds, which can be use for characters for both characters native to the Mists as well as those hailing from other lands.

Acolyte

You might have been raised or educated by either the Church of Ezra or the Lawgiver. Both churches run small orphanages or foster youths. The dominant churches in the land, the two faiths have an organized hierarchy: your role and duties were clearly defined by Church dogma or scripture. The clergy of the Lawgiver is particularly known for inflexibility with their charges and harsh corporal punishment. Followers of Hala might also have fostered you. The witches of Hala are much less structured, customizing their lessons to fit the needs of the student.

Variant: Guardian

Living in isolated or hidden monasteries, the Order of Guardians is an organization in name only. Each monastery is independent, only loosely affiliated with the others, often being unaware of their location

or their charge. The Order presents themselves as ascetics, following the routines and rituals common to monasteries, but each has a secret purpose: guarding a single powerful magical relic. These relics can't be destroyed and are considered too dangerous to be loosed in the world.

Not being tied to a single deity, it's easier for you to find shelter or simple aid in chapels or temples. However, priests are less likely to offer you free healing. You may also have vague information on the location of other monasteries, which are typically in out-of-the-way rural locations.

Changeling Child

You are a child planted in a foster home by foul hags or otherworldly shadow fey. Your parents' true child was stolen away in the night, for purposes unknown, and you were left behind in its stead. Most changeling babes are fated to waste away and die, but you managed to survive. You might remember that you are not entirely human, having vague memories of your origins. But even if unaware of your true nature, on some level you know that your foster parents are not your real family.

Skill Proficiencies: Deception, Persuasion

Tool Proficiencies: One type of artisan's tools

Languages: Sylvan

Equipment: A set of artisan's tools (one of your choice), a mundane iron item (such as a nail or horse shoe), a set of common clothes, and a belt pouch containing 15 gp

Feature: Familial Facade

You are naturally adept at adopting local mannerisms and making people comfortable. You can often find a place to rest for a few days by presenting yourself as a distant relation. This family is unlikely to put themselves in danger helping you, but might offer minor assistance or supplies.

Suggested Characteristics

Changelings are essentially abandoned at birth, left behind to die with a family of strangers. Their initial memories are of rejection, and the entire reason for their existence was to veil a theft before dying. Changelings are often driven to find a place in the world, seeking a family or a new purpose for their existence.

d8 Personality Traits

- 1 I have varied interests and I'm seldom interested in one thing for too long.
- 2 I do not suffer slights nor do I forgive betrayals.
- 3 I'm always eager to meet new people and make new friends.
- 4 Taking risks makes me feel alive.
- 5 I'm emotionally reserved and reluctant to let people in close.
- 6 I have a short temper and I'm prone to fits of rage.
- 7 I enjoy the company of attractive people and am a shameless flirt.
- 8 I'm passionate, experiencing intense emotions that can shift quickly.

d6 Ideal

- 1 **Friendship.** One cannot survive without companionship. (Good)
- 2 **Creativity.** New endeavours and ideas are worth pursuing. (Chaotic)
- 3 **Aspiration.** Pushing myself to the limits is the only way I will grow. (Any)
- 4 **Independence.** No one controls my fate but me. (Chaotic)
- 5 **Greed.** I will have all that has been denied me. (Evil)
- 6 **Nature.** The wilds need to be protected and feared. (Any)

d6 Bond

- 1 The people of my home village always made me feel accepted.
- 2 I refuse to be treated like a freak or an outcast.
- 3 I owe everything to my mentor, who took me in while others cast me out.
- 4 My lover is my inspiration, my muse, and my happiness.
- 5 I want to know who I really am and where I come from.
- 6 I will have vengeance on one who has wronged me.

d6 Flaw

- 1 I'm fairly irresponsible and change my mind on a whim.
- 2 I believe I know everything, and what I do know is never wrong.
- 3 Filth and disease unnerve me, and I hate becoming dirty.
- 4 I am reserved and emotionally detached with little empathy for others.
- 5 I have little sympathy for those too weak to defend themselves.
- 6 I collect valuable baubles and take things that catch my eye.

Charlatan

You might be an urban charlatan hailing from the Western lands, equally at home in the streets of Port-a-Lucine or Ste. Ronges, selling dubious wares or running crooked games on a street corner. Or you might wander rural backwaters of the central Core, offering protective wards or curative elixirs. If a half-Vistani, you might have spent your formative years

in the caravan, fleeing the giorgio with fake fortunes and supposedly enchanted trinkets.

Criminal

The impoverished lower class of Dementlieu has proven a fertile ground for criminals, who have established an influential guild that has begun spreading into neighbouring lands. Borca is home to several criminal families that control trade and finances and are involved in trafficking illicit goods throughout the Core. The wealth flowing westward has also given rise to numerous highwaymen and bandits, especially in the northern woods of Darkon and moors of Mordent. A strong Thieves' Guild operates in the cities of Nova Vaasa while independent groups of bandits ride the plains. The streets and alleys of the mist-shrouded city of Paridon are also rife with well-organized criminals, as adept at cutting throats as purses.

Variant Criminal: Convict

You were a criminal but were caught, declared guilty, and sentenced. While you may not have been a career criminal prior, your time surrounded by convicts has taught you their tricks. You may have served your sentence and been released or, alternatively, you may have escaped.

Instead of criminal associates, your Criminal Contact features might represent people you met in jail or their associates. Information shared and aid rendered could be these criminals repaying favours earned in prison.

While you were convicted for a crime, you may or may not have been guilty. Choose if you wish to have been wrongfully convicted for a crime you didn't commit or if you were guilty and potentially seeking redemption.

Variant Criminal: Poisoner

In most lands the preferred method of assassination is a knife or crossbow bolt. In Borca, the weapon of choice is a fine powder or subtle liquid. While your art is illegal, poisoners are frequently employed by nobles and criminals alike. Poisoners are typically skilled at either crafting poisons for sale or employing assorted toxins, but a few are adept at both.

Rather than proficiency with thieves' tools, you are proficient with poisoner's kits.

Entertainer

Common entertainers in the Core include Dementlieuse opera singers, Kartakan skalds, Ghastrian poets, and Liffen musicians. Numerous acting troupes and carnivals travel the lands,

entertaining towns for a night before moving on, and several Vistani caravans earn a living doing the same. You might have been professionally trained in Dementlieu or Liffe, been apprenticed by an established master, or simply have taught yourself the performing arts.

Variant Entertainer: Stage Magician

Mixing mundane illusions and showmanship, Dementlieuse stage magicians give the impression of magic with sleight of hand and some alchemical tricks. Most stage magicians have no ability to cast spells, but a few are actual wizards hiding their arcane talents in plain sight, supplementing tricks and deceptions with true magic.

Rather than proficiency in Acrobatics, you are proficient with Sleight of Hand.

Folk Hero

Being a hero in the Land of the Mists is dangerous. Tyrants and the lords of the land don't like being opposed or defied: to be a folk hero is to be a target. Your reputation as a hero is as much a curse as a benefit. Your reputation might be exaggerated, based on surviving the assault of a monster rather than defeating it or other false claims of heroism.

Variant Folk Hero: Commoner

The path of an adventurer is not always chosen: your defining event was not one of heroism but of tragedy and loss. You might be a rancher, farmer, shepherd, or fisherman that has been pushed towards the heroic lifestyle. You likely eschew the title of "hero", simply doing what needs to be done. You are still often welcome in the homes of other commoners, not out of appreciation but out of simple kindness.

d6 Defining Event

- 1 A loved one was killed or injured by a monster.
- 2 I left home to prevent my family being punished for something I did.
- 3 A dangerous magical item was entrusted to me.
- 4 I killed a monster that became a person upon death, so now I am thought a murderer.
- 5 I am being stalked by an unknown creature.
- 6 I was injured or scarred by a creature.
- 7 I was accused of a crime I did not commit.
- 8 A fortune teller foretold that my loved ones would suffer if I stayed at home.

Inn Worker

Conveniently located every town and overlooking many crossroads, inns are resting place for weary travellers and social gathering places for nearby townsfolk. You may have been an innkeeper managing such a business, or an employee working for the inn's owner, such as a cook, server, bartender, or bouncer.

Inns are seldom just a place to rent a bed and have a meal, but the center of the community. Musicians play on stage at the local tavern and bards share regional news on the same stage. In settlements lacking a town hall, important meetings are held at the inn. Wakes and weddings alike can be held in the common room of an inn. As an inn worker, you touched all those events, and impacted many lives.

Skill Proficiencies: Insight, Persuasion

Tool Proficiencies: One type of gaming set or musical instrument, and one type of artisan's tools

Equipment: A set of artisan's tools, sturdy work clothes with apron, a bottle of common wine, a cast iron skillet, and a belt pouch containing 12 gp

Feature: Heart of the Community

Your time working at an inn has taught you how to ingratiate yourself with innkeepers and bartenders. You can easily trade your services at most inns in exchange for food and lodging of modest or comfortable standard (depending on the quality of the establishment). Additionally, your former employer is always willing to give you a free bed and simple meal, provided you parted on good terms.

Suggested Characteristics

Inn workers tend to be social individuals, who enjoy helping others and aren't afraid of a hard day's work. Most value their home town, but realize that it's the people and their stories that truly make a community.

d8 Personality Traits

- 1 I never spend my last few gold pieces, just in case of emergency.
- 2 I'm always willing to listen and am never too busy to hear about someone's day.
- 3 With my friendly smile and upbeat attitude, nobody can stay angry at me for long.
- 4 I can't help but to share gossip and have a hard time keeping secrets.
- 5 I'm a sucker for a sad story.
- 6 I know a folksy saying or adage for every situation.
- 7 There's nothing worth earning that I don't know how to cook.
- 8 I flirt shameless at every opportunity.

d6 Ideal

- 1 **Loyalty.** Remember those who helped you, so you can help them in turn. (Lawful)
- 2 **Community.** Decent folk need to maintain the bonds of community and friendship. (Good)
- 3 **Independence.** I'm my own boss now and in charge of my own life. (Chaotic)
- 4 **Greed.** I do what I do for the money. (Evil)
- 5 **Pride.** My time performing menial tasks that are beneath me is over. (Evil)
- 6 **People.** I value my allies and coworkers, not abstract ideas. (Neutral)

d6 Bond

- 1 My family is a continual source of strength and encouragement.
- 2 I may no longer be working at the inn, but it's still the center of my life.
- 3 My hometown is important to me and I will defend it with my life.
- 4 Having heard stories of great heroes, now is the time to make my own tale.
- 5 A dying traveller made me swear to bring a message to his family. Now I am bound to complete that oath.
- 6 After losing a bar bet, I can't return home until a task is accomplished.

d6 Flaw

- 1 I love being the center of attention, even when I should be laying low.
- 2 I have trouble telling the difference between being laughed with and laughed at.
- 3 The temptation of alcohol is one I can't resist.
- 4 I spend money as fast as I earn it.
- 5 My temper often gets the best of me.
- 6 I never turn down a brawl, bar or otherwise.



Guild Artisan

While artisans can be found in all lands, the nations of Nova Vaasa, Mordent, and Lamordia are known for their craftsmanship and the quality goods. Guilds are most commonly founded in those lands, with knowledge and trade secrets passed onto promising apprentices. Liffe also has a reputation for artisans, being known for its mimicry of foreign goods and imitation of other artisans.

The lands with the richest merchant companies are Dementlieu and Borca, with the former having firm control of the Western sea while the Boristi Trading Company of Borca has influence across the Eastern Core and employs folk from all lands. Darkonian merchant companies used to be more powerful, but the destruction of Il Aluk greatly reduced their influence.

Hermit

The most common hermits in the Mists don't live alone but live in monasteries with fellow ascetics, still having no interaction with other people. Those who can survive alone in the wilds are rare, as solitude makes one easy prey for the horrors of the night. A few rare hardy souls survive in remote locations, living in corners of the world equally forgotten by man and monster. Some hermits are drawn towards other people for safety or other reasons but can't bring themselves to settle among them, living on the outskirts of settlements or in nearby caves or ruins.

There are a number of unwilling hermits, such as those who have survived a shipwreck or the destruction of their village. Those imprisoned for a lengthy duration might come to view their incarceration as a forced hermetic lifestyle.

Variant Hermit: Prophet

Not a hermit by choice, you are a prophet cursed with foreknowledge and visions of the future. Your discovery came not after a period of contemplation or reflection but as sudden revelation. You became a hermit to avoid your gift being abused or your prophecy becoming known by those who would attempt to turn it to their advantage.

Your prophecy might have been a one-time gift, or you could regularly experience visions of the future. You may even possess a dark shadow related to prophecy.

Rather than proficiency in herbalist tools, you are proficient with one type of artisans tools. You can replace the herbalist kit in your starting equipment with a set of artisans tools of your choice.

Inquisitor

You belong to an organization or church that hunts down heretics, witches, and users of black magic. You are part of the vanguard, the holy warriors that not only defend the common folk but hunt down the unrighteous and sinful. Noteworthy inquisitions include the witch-hunt in Tepest; the Iron Inquisitors of the Church of the Lawgiver in Nova Vaasa, who pursue of heretics and blasphemers; the followers of Elena Faith-Hold in Nidala, who crusade against sinner and monsters; and the Darkonian sect of the Church of Ezra, who zealously defend against the Legions of the Night.

Skill Proficiencies: Insight, Intimidation

Tool Proficiencies: Herbalism kit

Languages: One of your choice

Equipment: A holy symbol, an herbalism kit, manacles, vestments, a set of common clothes, and a belt pouch containing 10 gp

Feature: Interrogator

The terrifying reputation of an inquisitor unnerves folk, who might readily volunteer unrequested knowledge in the hope of placating you and avoiding your wrath. When you attempt to gather information (through either forcible extraction or diplomatic enticement) but fail to learn what you want, your subject might offer related lore or reveal minor secrets.

Suggested Characteristics

Inquisitors have a strong sense of right and wrong, firmly believing in the existence of true evil. They know the dangers of the supernatural and have seen the corruption of sin. Even ex-inquisitors, ones who no longer a servant of the Church, continue to believe in the righteousness of their actions, simply shifting their absolute convictions.

d8 Personality Traits

- 1 I believe that monsters are everywhere and anyone could be a creature of the night.
- 2 I like to make rhetorical speeches and sermons.
- 3 I am weary of always finding corruption and seeing the worst of humanity.
- 4 It's my belief that everyone has secrets, everyone is hiding something.
- 5 I'm always reciting parables relating to the current situation.
- 6 I'm extremely pessimistic, always expecting the worst.
- 7 I try my hardest at everything I attempt, never giving less than my best effort.
- 8 I feel strong remorse over what I must do, especially my failures.

d6 Ideal

- 1 **Protection.** I defend those who cannot defend themselves. (Good)
- 2 **Faith.** My god gives me all the strength I require. (Any)
- 3 **Honesty.** I refuse to sully my lips with a falsehood. (Lawful)
- 4 **Power.** So long as I have power, it won't corrupt anyone else. (Evil)
- 5 **Responsibility.** I must fulfill my duties and keep oaths I have sworn. (Good)
- 6 **Greater Good.** If I must damn myself to give others salvation, so be it. (Any)

d6 Bond

- 1 I would venture into the Abyss for my parishioners or congregation.
- 2 I have dedicated myself to unveiling evil of all kinds.
- 3 If I must damn myself to give others salvation, so be it
- 4 I will hunt down and destroy the foul beast that escaped me.
- 5 I owe my sponsor in the Church a debt I can never fully repay.
- 6 My family means more to me than my own life.

d6 Flaw

- 1 I see the world in absolutes: there is only good and evil.
- 2 I can be heartless and when dealing with those I see as sinners.
- 3 I gain more pleasure than I like to admit at punishing the wicked.
- 4 I expect perfection from everyone.
- 5 I'm stubborn, refusing to compromise in matters of importance.
- 6 I put too much faith in the Church and my superiors.

Noble

While wealthy individuals can hail from any land, the aristocratic courts of Dementlieu, Richemulot, and Borca produce the true nobility of the Core. The upper class of Dementlieuse and Borcans set the trends of culture, establishing new fashions and areas of interest. The lesser nobles of Richemulot are more imitative, following the lead of other nations. Darkon and Nova Vassa also have a sizable upper class, but these nobles are more interested in local politics and trends than international fashions. The city of Paridon also has a well-established aristocracy, although the isolated city-state's concerns are very localized.

Variant Noble: Diplomat

Belonging to a lesser aristocratic family, you served as part of an ambassadorial envoy or were trained for that role. Diplomats represent their nation or city spend much of their time in foreign locales, negotiating trade deals or preventing war.

It has been said that the difference between



a diplomat and a noble is that the noble lies for themselves while the diplomat lies for their country. Instead of being proficient in Persuasion, you can be proficient in Deception. Additionally, in place of proficiency with a gaming set you know another language of your choice.

Outlander

The great woods of the central Core cover much of Verbrek, Valachan and Invidia. These lands are dotted by small ranches, homesteads, and small villages too small to appear on any map. Lands adjacent to the dense forests, such as Valachan, Kartakass, and Barovia, are also home to numerous trappers, ranchers, and reclusive woods folk. However, even civilized lands like Mordent, Darkon, and Nova Vassa have small secluded hamlets that are all but forgotten, or wild space occupied by independent folk.

There are also distant lands less touched by civilization, such as the dense jungles of the Wildlands, where outlanders are the norm. These include the windswept deserts of the Amber Wastes, or the snow covered Frozen Reaches.

Variant Outlander: Traveling Merchant

Your days were spent in the wilds, moving from settlement to settlement to sell your wares. While you earned a living as a merchant, your home is the open road, and your talents lie less in making a deal and more in reaching the next market.

You may have belonged to a large merchant caravan with several wagons or vardos. Alternatively, you could have been a tinker or lone merchant, with an assortment of goods and supplies stored upon a pack animal.

In place of proficiency in a musical instruments, you gain proficiency in vehicles (land). You can also choose to gain proficiency one type of artisans tools in place of knowing an additional language.

Travelling traders keep many isolated communities alive. Merchant caravans are essential in the central core, being the primary source of trade in nations like Hazlan, Kartakass, Barovia, and Invidia. The Old Svalich Road is also a vital trade route, cutting through Barovia and bridging the Eastern and Western Core.

Sage

Scholars come from the assorted colleges of the Core. The erudite nation of Lamordia produces the most sages, with most focusing on the various sciences. The universities of Dementlieu and Liffe also produce a number of academics, although these are more focused on language and history than science. The monasteries and cathedrals of Nova Vassa also produce some scholars focused on religious lore.

Darkon was formerly the primary source of sages, with most graduating from the prestigious University of Il Aluk. With the destruction of the city, only those scholars absent during the Requiem remain.

Variant Sage: Physician

Your studies were focused on biology and the human body rather than chemistry or the physical sciences. Human anatomy was a major topic of your education, and you were treatments for many common ailments and injuries. Herbal remedies were also included in your education and you know how to make simple curatives.

You aren't proficiency in Arcana and instead gain proficiency in Medicine. In place of one additional language, you are proficient with the herbalist kit. You can replace the quill and bottle of ink in your starting equipment with both healing and herbalist kits.

Sailor

Traders are rare in number on the perpetually overcast Eastern Sea, but a few brave merchants ply the waters, following the well-charted routes connecting Grabben, Liffe, and Nova Vassa. Trade along the Wake of the Loa mistway attracts sailors from Souragne seeking goods from the Core that will sell in their native land.

The Western Sea is much more heavily trafficked, with Ghastria and Blaustein trading with Mordent, Dementlieu, and Lamordia. Merchants from the Core also regularly sail the Way of Venomous Tears and Emerald Stream mistways. A few brave sailors risk the Leviathan's Clutches mistway, but the route is fraught with hazards and a full thirds of vessels that attempt the journey don't return; however, the price Rajian spices and silks fetch in the Core ensures there will always be a ready number of captains risking the trip.

Servant

Wealthy and noble families can employ a small army of servants to manage and maintain the household and the surrounding estate. This including professionals such as butlers, cooks, maids, grooms, valet, housekeeper, grounds-keeper, and chauffeurs. Families with children often have even more staff members, with a nursemaid tending to young children before being replaced by tutors and a governess.

You belonged to "the help", being considered a part of the household instead of a person. You were lucky if your employers even knew your name, let alone addressed you as something other than your job title. It was expected you would silently and invisibly perform your duties. You may have parted on good terms, leaving with a letter of recommendation for your next employer, or you may have been dismissed for some offence or impropriety.

In the Land of the Mists, the noble houses of the Western Core make heavy use of servants. Households in Mordent, Lamordia, and Dementlieu all make use of serving staff. The wealthy Borcan aristocratic families also employ a large number of staff. Servants are less common in Richemulot, if only because housing is more available so staff is less likely to live in-house.

Skill Proficiencies: Insight, Stealth

Tool Proficiencies: Vehicles (land)

Languages: One of your choice

Equipment: A worn set of fine clothes, a set of work clothes, white gloves, keyring, and a belt pouch containing 5 gp

Feature: Support Staff

Keeping secrets from family members is hard, and keeping them from the servants is even harder. Even the most trusted and loyal servants know the illicit goings on of their masters and their master's associates, quietly whispering them amongst themselves and sharing them with the servants of other houses. As a former servant, you know how to approach servants and get them to open up regarding the affairs of their masters. After a day in most urban locales, you can quickly acquire the local gossip, recent scandals, current affairs, and political events.

Suggested Characteristics

Servants are one step above commoners, and are among the lowest people in the land. They value hard work and dislike laziness, which just makes more work for them. Most are unremarkable, until they take up arms or magic to become an adventurer.

d8 Personality Traits

- 1 My manners are impeccable but I'm averse to referring to people by their given name.
- 2 I pride myself in remaining composed and unflappable.
- 3 In my opinion, people would be lost without my constant help and guidance.
- 4 I can be so quiet and inoffensive that people can forget I am there.
- 5 My sense of humour is dry to the point of being parched.
- 6 I endeavour to always look clean and immaculate.
- 7 Being exceptionally shy, I speak so quietly people have trouble hearing me.
- 8 I try to anticipate what is expected of me, always being ready to assist.

d6 Ideal

- 1 **Friendship.** Good friends are practically family. (Good)
- 2 **Loyalty.** I serve faithfully and expect others to do the same. (Lawful)
- 3 **Trust.** Without a good reputation, you have nothing. (Lawful)
- 4 **Power.** Those with money or authority can do whatever they wish. (Evil)
- 5 **Status.** Strive for more than you had, and to elevate yourself. (Chaotic)
- 6 **Security.** A safe home and steady pay is worth any price. (Any)

d6 Bond

- 1 I refuse to ever be poor or helpless ever again.
- 2 My fellow servants in the household were like a family to me.
- 3 An agency trained me and saw to my hiring, and I owe them everything I am.
- 4 Having been let go and cast into the street with almost nothing, I'm determined to make something of myself.
- 5 I fell in love with one of my betters, and need to prove my worth to be with them.
- 6 After being abused and mistreated, I seek revenge on my former masters.

d6 Flaw

- 1 I view nobles as useless fops incapable of fending for themselves.
- 2 I base my self worth on how well I help others.
- 3 After years of being demeaned, I have difficulties believing in myself.
- 4 I pocket small valuables that I think won't be missed.
- 5 Wherever I go, I can't help cleaning and tidying.
- 6 I cannot tell a lie, even to save face.

Variant Servant: Slave

No matter how stratified a society, serving staff are still paid workers hired to do a job. But not all those who serve nobles might be free, and some kingdoms and region still allow slavery. You were a slave or indentured worker that was forced to serve a noble family for a time. You maybe have purchased your freedom, repaid your debts, or fled from bondage.

In place of an additional language, you are proficient in one type of artisan's tools.

Slaves are uncommon in the Core. Hazlan is one of the few lands with open slavery, as the Rashemani are enslaved and oppressed by the Mulan. Servants in Nova Vaasa are technically free, but many are forced to work to pay off private debts. The indigenous population of the island of Souragne was only recently freed from slavery, but many workers are still effectively slaves.

Soldier

Few lands have large organized armed forces, with the armies of most of the western nations comprised of various local militias or town watchmen. Falkovnia is one of the few lands with a trained military, its Talon knights famed for their skills and merciless training. Borca and Dementlieu have formal armies, but these have seen little actual combat and are mostly for show, with officers being promoted due to familial connections. The Barovian military has seen little use in the last several centuries outside of confronting Gundarakite insurrectionists.

Invidia has an increasingly large and skilled militia, trained in traditional warfare and guerrilla tactics. Each of the Nova Vassan noble houses has a large personal guard that theoretically serves as that nation's army, but their loyalties lie not with king but their lord (or, rather, their lord's coin).

Numerous mercenary companies operate across the Core. Most of these are associated with merchant companies, with some being formed by powerful consortium. The Boristi Trading Company has its own mercenary company dedicated to protecting their interests. This unnamed company is highly trained and well equipped, rivalling the armies of some smaller nations.

Sole Survivor

You lived through a great tragedy, an event so traumatic that it now defines your entire life. Everything you once loved or valued is now gone forever. Who you were before the tragedy no longer matters, and returning to your old life seems impossible: that life is a distant memory, more akin to a dream than reality. The trauma you survived likely involved serious personal injury, the loss of a loved one, or both. Alternatively, it could have also involved the loss of your livelihood, home, or reputation.

Skill Proficiencies: Perception, Survival

Tool Proficiencies: One type of artisan's tools (your choice)

Languages: One of your choice

Equipment: A set of artisan's tools (one of your choice), a memento from your past life (lock of hair, locket with a picture, or worn toy) a set of traveller's clothes, and a belt pouch containing 15 gp

Feature: Safe House

Having barely escaped disaster once, you are overly prepared to avoid future calamity. You have one or more hidden caches where you stored a change of clothes, basic supplies, a few coins, and some food. This cache might be hidden in a crawl space barely able to fit a single person, a shack hidden in the woods, or a small second home in the city.

Suggested Characteristics

Survivors have experienced a great deal of emotional trauma, which makes it difficult for them to form emotional attachments. They can be suspicious, possibly to the point of paranoia. Some survivors have difficulty thinking about the future, dwelling on the past and their regrets. Other survivors plan for any contingency, hoping to avoid future tragedies.

d8 Personality Traits

- 1 Despite my emotional problems, I maintain a facade of normality.
- 2 I am extremely pessimistic, always expecting the worst.
- 3 I try to be ready for anything to happen. Anything.
- 4 Humour is my preferred defense, and I take very little seriously.
- 5 I can be overly cautious, even in mundane situations.
- 6 I appear unemotional, being overly logical and withdrawn.
- 7 I have a plan for any situation, and a back-up plan for when that fails.
- 8 My happiness is fleeting, as I'm filled with a deep sorrow.

d6 Ideal

- 1 **Aspiration.** I must be better, I must try harder. (Any)
- 2 **Power.** Those in positions of power can prevent tragedies. (Evil)
- 3 **Vengeance.** I will have retribution for my pain. (Evil)
- 4 **Protection.** Someone has to defend the weak. (Good)
- 5 **No More.** I will not stand by and let others suffer. (Chaotic)
- 6 **Community.** Neighbours should look out for neighbours. (Lawful)

d6 Bond

- 1 My friends and companions keep me sane.
- 2 I'm determined to help others whenever possible.
- 3 Helping others keeps me grounded: as long as I'm active, I can't dwell on the past.
- 4 Someone helped me after my loss. I owe them a great debt.
- 5 The people of my home town are the closest thing to family I have left.
- 6 Revenge drives me forward.

d6 Flaw

- 1 I have strong feelings of guilt for surviving.
- 2 It is difficult for me to trust others.
- 3 I view strangers as expendable.
- 4 Nightmares prevent me from having a full night's sleep.
- 5 I'm self-destructive, taking unnecessary risks.
- 6 My mood changes wildly and without warning.

Town Guard

As a member of a constabulary or city watch, you were trained to uphold the law and protect the citizens of your settlement from mundane threats. Your job was one of deterring crime: being visible and vigilant. When needed, you pursued fleeing criminals or intervened in disturbances, however investigation of crimes was outside your duties.

You might have been a common guard, or a member of a specific law-enforcement order. Examples include the *Lamplighters*, the small but efficient constabulary of Mordentshire; the *Gendarmerie*, given authority to enforce the law across Dementlieu; the *Bellmen* of Paridon, headquartered on Bell Street and focused on hunting murderers; or a low-ranking member of the *Kargat*, the secret police of Darkon.

Skill Proficiencies: Insight, Perception

Tool Proficiencies: Vehicles (land)

Languages: One of your choice.

Equipment: Badge of office, an oilcloth cloak, a truncheon (club), evidence from an unsolved crime, a set of common clothes, and a belt pouch containing 10 gp

Feature: Officer of the Law

You are still recognised as a member of the town watch by fellow guards of your order. Those of a lower rank will typically defer to your authority or recognize your experience. The town watch of other settlements may identify you as a fellow guard and offer aid as a courtesy. Other guards will help you will any lawful endeavours, offering minor assistance such as discussing current investigations or information on local affairs.

Suggested Characteristics

Those who opt to join a town watch often have strong feelings towards law and order and are driven to help people. They put their life at risk and make themselves a target for retribution for very little recompense. A few become guards because they like the feeling of authority and are something of a bully, but the dangers of the job mean these individuals are rare.

d8 Personality Traits

- 1 I do everything according to the strict letter of the rulebook.
- 2 I take copious notes, recording everything I witness to avoid forgetting details.
- 3 I would rather spend a week in the stocks than walk away from a fight.
- 4 The danger of my job makes me feel more alive than anything else.
- 5 I work hard during the day, and just as hard on my time off.
- 6 I always have a ready drink or a preserved snack.
- 7 It is difficult for me not to snoop into other people's business.
- 8 I always make the first move. I can ask questions after.

d6 Ideal

- 1 **Honesty.** I cannot do my job if I'm not trustworthy. (Good)
- 2 **Tradition.** Laws are a constant across the generations. (Lawful)
- 3 **Rules.** A code of law is what separates us from animals. (Lawful)
- 4 **Power.** Someone has to make the rules and keep the streets safe. (Evil)
- 5 **Action.** If your heart isn't beating, you're not alive. (Any)
- 6 **Punishment.** The wicked need to be brought to justice. (Any)

d6 Bond

- 1 One of my parents was a guard. This isn't a job, it's my inheritance.
- 2 I will not rest until I catch the criminal who escaped me.
- 3 My sense of integrity means as much to me as my life.
- 4 I will clear my town of criminals and corruption.
- 5 I have to prove I'm innocent of the crime of which I've been accused.
- 6 My fallen partner will be avenged.

d6 Flaw

- 1 I believe everyone is guilty of something.
- 2 I don't take bribes, I just get paid extra to do my job.
- 3 Breaking out of a cell is easier than changing my mind.
- 4 When someone is accused of a crime, I always believe they did it.
- 5 It is not my place to decide which laws to follow. I enforce them all equally.
- 6 I sent an innocent person to jail and have done nothing to free them.

Variant Town Guard: Detective

Most guards do little to hunt down criminals, leaving this task to trained investigators. Detectives do not keep the peace or deter illegal acts, but look at the evidence left after a crime to discover the perpetrator. Detectives are rare: few constabularies make use of their services and fewer still have a detective as a member of the watch. Many detectives sell their services, freelancing for the town guard or whomever can pay for their services.

Rather than proficiencies with Insight and Perception, you are proficient in Investigation and Persuasion. In place of your proficiency with Vehicles, you can be proficient with either thieves' tools or disguise kits.

Urchin

Poor or homeless children are a common sight in the larger cities of the Core. These might be orphans or the offspring of negligent or abusive parents. A few hail from other lands or rural areas who ventured to

the city trying to make a life for themselves.

Following the Requiem, there were large numbers of Darkonian orphans who settled in various cities or fled to other lands. Falkovnia's frequent use of capital punishment also creates a large number of waifs in its cities. There are particularly large numbers of urchins in Dementlieu and Richemulot, with the youths of the former frequently being recruited by criminal elements, while the urchins of the latter band together to claim entire buildings.

The large city of Paridon has many urchins roaming the street, displaced with their families from their homes. The youth of Paridon are frequently recruited by thieves' guilds, cults, or charismatic individuals.

Elsewhere in the Mists, the isolated domains of Odiare and Sebuia are entirely populated by children. These youths either don't grow old, or die before reaching full maturity.

Optional Rules

The following optional rules can be used in relation to Personality Traits, Bonds, Ideals, and Flaws.

Pushing Characteristics

This rule allows the Dungeon Master to encourage their players to portray their character's flaws. It's useful in a horror campaign as in both Gothic literature and horror stories the protagonists are often flawed: subject to temptations, human frailties, or personal compulsions. They're often powerless to control themselves and struggle against their weakness. But at times of great importance they can rise to the occasion and overcome their personal demons.

Instead of reactively rewarding good roleplaying, you prompt a player to act on their characteristics, offering inspiration to portray a particular personality trait or flaw. You should suggest how the trait might be currently affecting the character. This characteristic is typically a flaw, but it could also be a bond or dark shadow temptation. The player can opt to take the inspiration and roleplay the personality trait—either using your suggestions or their own interpretation—or they can refuse the inspiration and choose to portray the character overcoming their weaknesses.

This variant should be used when it is narratively or thematically appropriate, when it makes sense for a character to be tempted by their frailties. It can also be used to set the mood, reminding players of the humanity of their characters.

Greatest Fear

In a horror campaign it is very possible to overuse saving throws against fear, making players feel that their character's reactions are beyond their control. This optional rule encourages players to consider of what frightens their characters, and be proactive in portraying terror.

Your greatest fear might suggest some traumatic incident in your past, a personal demon you never overcame. Your greatest fear might instead be something you worry about in the future.

The greatest fear characteristic is chosen at character creation, at the same time as determining your character's personality traits, ideal, bond, and flaw. Your greatest fear is something that terrifies your character, and might drive them to inaction, cause them to act out of character, or send them fleeing in terror.

Greatest Fear

d20	Greatest Fear
1	Losing a loved one
2	Becoming seriously ill
3	Failing those I love
4	Being a helpless victim
5	Succumbing to temptation and becoming corrupted
6	Not achieving my dreams
7	Being abandoned by those close to me
8	Something moving inside my body
9	Becoming insane
10	Getting old and senile
11	Being poor or homeless
12	Getting trapped in a fire
13	Becoming lost in an unfamiliar place
14	Losing control of myself
15	Being covered in vermin (insects, rats, spiders)
16	Losing my reputation
17	Being paralyzed or not in control of my body
18	Trapped in tight spaces
19	Losing my faith
20	Being all alone in the dark



Chapter V: Customization

The Vistani dances around the fire faster and faster, his daggers becoming a blur as he demonstrates his deadly art. Careful not to pour more than a couple drops, the Lamordian chemyst mixes an extract of undeath with a vital fluid, curious to see the results. Desperate, the monster hunter slumps against the wall, fumbling to reload their crossbow with their blood-slicked hands.

Adventurers in the Land of the Mists are different than standard adventurers. While some still desire riches and fame, many more become adventurers to fight against the darkness that looms over the land. They're not glory seekers or treasure hunters but champions driven by revenge and loss, love and duty, or simply fear of the night. More than the heroes of other lands, adventurers in the Mists are tragic figures who have been touched by darkness, often being in as much risk from the evil that lurks within.

Feats

In place of an Ability Score Improvement feature, characters can choose from the following feats.

Beast Shifting

Prerequisite: Shifter

You have learned to tap into the power of your lycanthropic heritage to take a form associated with your curse, as shown on the table below. As an action you can magically assume the shape of that beast for 1 hour, after which you revert to your normal form. You can revert to your normal form earlier by using a bonus action on your turn. Any equipment you are wearing or carrying isn't transformed.

Lycanthropic Bloodlines

Bloodline	Beast
Werebear	Black bear
Wereboar	Boar
Wererat	Giant Rat
Weretiger	Small tiger (use panther statblock)
Werewolf	Wolf
Wereraven	Giant Raven (use blood hawk statblock with the raven's Mimicry trait)

While transformed, your game statistics are replaced by the statistics of the beast, but you retain your alignment, personality, hit points, Hit Dice, as well as your Intelligence, Wisdom, and Charisma

scores. You are limited in the actions you can perform by the nature of your new form, and you can't speak, cast spells, or take any other action that requires hands or speech.

Once you use this ability, you can't do so again until you finish a short or long rest.

Blood Mage

Prerequisite: The ability to cast spells

You can use your own body as a source of magical fuel, causing injury to empower you magic.

- ◇ Increase your Constitution by 1, to a maximum of 20.
- ◇ As a bonus action you can spend a hit die, and add the result of the roll to the damage or healing roll of a spell cast before the end of your next turn.

Hardy

You recover swiftly from physical exertion and injuries. You gain an additional Hit Die, which is a d8. This Hit Dice can be spent and regained normally.

Malevolent Gaze

Prerequisite: Giomorgo

The magic of your Vistani heritage is particularly potent. When you cast *hex* using your Evil Eye feature, you also regain the ability to do so after a short or long rest.

Additionally, when you lose concentration on *hex* after taking damage, the effects of the spell last until the end of your next turn.

Monster Hunter

Prerequisite: Intelligence 13 or higher

You are skilled at hunting creatures of the night, and gain the following benefits:

- ◇ You gain proficiency in the Survival skill.
- ◇ While using Wisdom (Survival) to track a creature, you treat d20 rolls of 9 or lower as a 10 and are considered to have advantage on all passive Wisdom (Survival) checks.
- ◇ You have advantage on checks Intelligence check made while researching during downtime, and can accurately recall anything you have read in the last month.
- ◇ Choose one of the following creature types to be your chosen prey: aberrations, constructs, fey, fiends, monstrosities, or undead. When you roll damage for attacks against your chosen prey, you can treat any 1 on a weapon damage roll as a 2.

Navigator

You are an experienced traveler who is adept at orienteering and map-making. When travelling, you can contribute your passive Wisdom (Perception) score to the group's while navigating or drawing a map. Alternatively, you can navigate and draw a map at the same time. If you are not navigating or drawing a map you have advantage on your passive Wisdom (Perception) score.

Potent Blood

Prerequisite: Dhampyr

The necrotic power of your vampiric blood increases, granting you additional supernatural powers. You gain the following benefits:

- ◇ Increase your Strength, Charisma, or Constitution score by 1, to a maximum of 20.
- ◇ You can cast the *gaseous form* spell on yourself, without needing any material components. Once you do so, you must complete a long rest before doing so again.
- ◇ When you start your turn at 0 hit points and can cast *gaseous form*, you can choose to regain 1 hit point and immediately cast *gaseous form* as a bonus action. You can't willingly leave the misty cloud form until you have more than 1 hit point.

Knife Master

Prerequisite: Dexterity 13 or higher

You only need the smallest of blades to deal crippling wounds, and are skilled at making sudden rapid strikes when an opportunity is presented.

- ◇ When you score a critical hit with a dagger or sickle you deal an additional damage equal to your Dexterity modifier.
- ◇ When a creature misses you with a melee attack, you can make an opportunity attack against that creature with a wielded dagger or sickle.

The Sight

Prerequisite: Female Giomorgo, Wisdom 13 or higher

You have the Vistani ability to foretell the future. While any Vistani can have the Sight, males who possess the ability are put to death.

- ◇ Increase your Charisma by 1, to a maximum of 20.
- ◇ You know the *augury* spell and while using Tarokka cards or a similar tool, you can cast it as a ritual.

- ◇ You can tell the fortunes of others using the *augury* spell. If a creature is present for the entirety of the ritual, the otherworldly omen you receive can apply to an action they plan to take.
- ◇ At DM's discretion, your *augury* can predict the results of a course of actions farther ahead than 30 minutes.

Stone Guardian

Prerequisite: Gargoyle

Defenders by nature, gargoyles have an instinctive need to protect their lairs and their allies. These instincts are particularly strong in you.

You gain the following benefits:

- ◇ Increase your Constitution score by 1, to a maximum of 20.
- ◇ When you use the Dodge action, damage you take from nonmagical sources is reduced by 1d6.
- ◇ When you use the Help action to aid in attacking a creature, that creature has disadvantage on the first attack it makes before the start of your next turn.

Thrown Weapon Master

You are able to rapidly hurl weapons with surprising power and accuracy.

- ◇ Your normal range with a thrown weapons increases by 10 feet and your maximum range increases by 30 feet.
- ◇ You can draw or stow a thrown weapon as part of the Attack action.
- ◇ When you use the Attack action and attack with a one-handed weapon, you can use a bonus action to make a ranged attack with a thrown weapon.

Unyielding

You have learned to fight your hardest when things are at their worst.

- ◇ Increase your Constitution by 1, to a maximum of 20.
- ◇ You die after four failed death saving throws instead of three.
- ◇ When you are reduced to 0 hit points but not killed outright, you can instead drop to 1 hit point and gain temporary hit points equal to your level + your Constitution modifier. Once you use this feat's ability, you must complete a long rest before you use it again.

Whip Master

You've learned how to take advantage of flexibility of whips, keeping enemies at bay with wide sweeping arcs or wrapping the weapon around limbs. While

wielding a chain whip or whip you gain the following benefits:

- ◇ When you take the Dodge action, you gain a +2 bonus to AC until the start of your next turn.
- ◇ When you hit with a whip on your turn, you can use a bonus action to try and grapple or shove the target.

Dark Shadows

Mina Murray struggles to retain her humanity during her vampiric transformation, and is often cast as the reincarnation of Dracula's lost love. Seeking power and forbidden knowledge, Doctor Faust makes a deal with fiendish being. Deformed from birth, both Quasimodo and Erik the Opera Ghost are pushed to become the monster they resemble. Opium leads Franklin Blake into moral conflict as he is accused of a theft he does not remember. And an unnamed narrator confronts his inhuman lineage after a visit to Innsmouth.

In Gothic fiction a shadow often looms over characters, an omnipresent doom marring their life and influencing their actions. Characters are often linked to supernatural forces, and it is sometimes this ability which allows them to prevail against the odds. This potential tragedy drives common folk to become heroes, as they try to free themselves from their curse, strive to make the most of what time they have, or struggle to prove to themselves or others that their corruption does not define them.

Purpose

Dark shadows are an optional rules module designed to help you emulate some of the more common tropes and character traits present in Gothic fiction. They're designed to be complementary to your character's background, and work as a supplementary rule to the inspiration system

Your character's dark shadow might be the reason they became an adventurer. Dark shadows are also a possible method to reflect simple curses or other prolonged conditions your character might suffer during the course of a campaign.

Gaining and Losing a Shadow

You can choose to give your character a dark shadow at character creation, having been born with the affliction or gaining it before the start of the campaign. The source of this dark shadow should be described in your character's backstory. It might be a reason your character has taken up the life of an adventure rather than staying close to the safety of home.



It is also possible to gain a dark shadow, attaining an affliction during the course of a campaign. Gaining a shadow should be the result of events that occur during an adventure. For example, after suffering a vicious wound from a lycanthrope, you might take the bitten shadow. You do not choose a dark shadow like you would a feat or spell, instead working with your DM to determine when your character has gained a dark shadow.

Most dark shadows can be taken at any time, but a few make the most sense if taken at character creation (such as Redheaded or Reincarnated). However, with the DM's permission, is possible to discover a previously unknown affliction at any time.

Through play, it might be possible to remove a dark shadow. This should happen naturally as a part of the campaign, possibly as the culmination of a long quest or storyline. Losing your dark shadow should be an important character milestone.

You can only have a single dark shadow at a time. If your character gains a new dark shadow, this replaces the benefits of your old dark shadow. However, you can choose to keep the characteristics and temptations of both shadows.

Designer's Note: Power Creep

Characters possessing a dark shadow are theoretically more powerful than characters without a dark shadow. While the benefits provided by the option are designed to be roughly equal to inspiration, having more options and choices can potentially make a character more powerful.

The purpose of dark shadows was to allow flavourful options into the game, such as being bitten by a vampire or reincarnated. These options made poor backgrounds, not only because they do not provide skills, but also because they were something that could be gained or removed during play. It seemed strange to have characters lose their background as they shook off the curse of lycanthropy.

Dark shadows are tied to inspiration as that mechanic is left in the hands of the Dungeon Master. If a DM finds a dark shadow is being abused then inspiration awarded to that player can be limited. Similarly, if one or more players opt not to take a dark shadow and feel left out or less powerful, the DM can just award them inspiration more often.

Using a Shadow

Dark shadows are a new category of personal characteristics. They work in addition to personality traits, flaws, and bonds. They provide additional roleplaying hooks that can be used to portray your character, giving depth to their motivation and drives. These characteristics might also allow you to earn inspiration from your DM. Shadows are both negative and positive: they're a source of strength but also a constant temptation that must be fought.

Characteristics

Each dark shadow has suggested character traits. These are suggestions for how a shadow might influence your character's personality or motivations. You can use these suggestions or think of your own.

Temptation

Each dark shadow pushes a character towards further corruption or negative behaviour. Temptations include a flaw and advice for how the shadow subtly or overtly influences your character's behaviour.

Benefit

Each dark shadow provides an additional use for inspiration that you can use instead of gaining advantage. Typically, using inspiration can only be done on your turn but does not require an action.

Accursed

A malicious hag, dark cleric, or vindictive Vistani has cursed you. You might have been cursed by an evil creature for attempting to stop them, or cursed by a good or neutral individual as punishment for misdeeds. The nature of this curse varies dramatically; you might suffer from misfortune, a wasting disease, a weakened sword arm, a tendency to repulse people of the opposite sex, or any number of lesser or greater afflictions.

Characteristics

Depending on whether the curse was warranted or not, you might feel either guilty or persecuted. If the curse was justified you might feel remorseful for your misdeeds or prone to self-pity over your misfortune. If you feel the curse was unwarranted (rightly or out of denial) you might feel unjustly targeted and unfairly judged. As most curses have an escape clause, your continued suffering means you are likely too stubborn to change your behaviour or attitude.

Temptation

Flaw: *"I'm quick to blame my curse for any failure."*

Feelings of revenge are difficult to escape, having

been judged and damned by one person. There is the desire to blame the curse's invoker rather than look inward to personal accountability.

Benefit

Having been plagued by misfortune for years, you have learned to limit the impact chance has on your actions. You can spend your inspiration before making an ability check to roll 3d6 instead of a d20. If you have advantage on the check, you instead roll 5d6 and use the total of the three highest rolls.

Addict

You have a physical addiction to a substance such as alcohol, tobacco, cocaine, or opiates like laudanum or opium. You might be a regular user, a recovering addict, or casual user that has unknowingly become dependant on the drug.

Characteristics

You have an addictive personality and respond to stress and conflict by seeking pleasure, becoming depending on outside stimuli for relief. You have difficulty delaying gratification and may be impulsive or impatient. You might have low self-esteem or suffer from depression. Your addiction might also be a way of coping with uncomfortable feelings, such as crippling fear or impotency from being confronted by supernatural horrors.

When you are denied your drug, you become irritable and irrational, willing to do almost anything to end the physical and mental cravings. Use is often habitual, with little conscious thought needed.

Temptation

Flaw: *"Once is not enough. It will never be enough."*

No matter how much time passes, part of you will always desire your addiction and a single relapse is all that is needed to descend again into full addiction. Your cravings will always be worse during periods of stress or after times of failure.

Benefit

Accustomed to being intoxicated, if you are poisoned you can spend your inspiration to remove the condition.

Additionally, you know unsavoury people and possess some underworld contacts. Even if your particular vice is legal, you have crossed paths with unseemly characters and know how to get in touch with them. You can spend your inspiration to gain information from an illicit source or sway the opinions of a disreputable individual.

Bitten

You have been savaged by the natural attacks of a supernatural creature such as a werebeast, vampire, or ghoul. Having recovered from any initial assault (and any related infection) the attack has left deeper scars than the ones that mar your flesh, tainting you with unnatural magic.

Characteristics

You experience heightened emotions and are prone to fits of passion and rage, especially when your territory or possessions are infringed upon. You feel uncomfortable when alone, preferring to be with others with whom you share a bond. Participating on a hunt enflames your blood, be it a rapid chase or slow stalking, and you have difficulty walking away from prey.

Temptation

Flaw: *"I long to hunt with my pack, to satiate my hunger."*

You desire to consume something based on the creature that infected you: raw meat, rotting flesh, or warm blood. This urge is not omnipresent and is easy to ignore when not confronted by the subject of your hunger. However, when the subject of your hunger is present you have difficulty focusing on anything else and might become distracted or irritable.

You also possess a kinship to those of your bloodline, especially the one who infected you. This does not extend to all creatures of the same type, only those of the same lineage. For example, if bitten by a wererat you do not have a kinship with all lycanthropes or even all wererats but only wererats of the same bloodline.

Benefit

By unleashing your inner beast your senses become heightened, increasing your vision, hearing, and sense of smell. You can spend your inspiration to be considered proficient in the Perception, Investigation, and Survival skills for 1 minute. If the check is related to the subject of your hunger, you add double your proficiency bonus.

Cat's Eyes

You were born with bright yellow eyes and slightly ovoid pupils, which catch the light and appear to glow in dim illumination. This rare trait is found only in folks hailing from Vaasi lands. It is most common among the Valachani, but the eyes are sometimes found in Nova Vaasans. The cause is unknown but there are many superstitions. Some believe a cat took some of your soul as an infant, others think you have

the blood of a werebeast, and still others believe you are the reincarnated spirit of a feline.

Characteristics

You have feline quirks, such as a fondness for napping in the warm sun, hiding in tight places, toying with small creature, and stalking prey. You can be fickle and unpredictable, shifting your loyalties and affections when the mood strikes.

Temptation

Flaw: *"A quick kill is boring, and I wish to be entertained."*

While you may bond with a small handful of people, too many unnerve you, pushing you to withdraw from society and dwell with the creatures with whom you feel a kinship. You might opt to share your home with cats, breeding them or rescuing strays. Or you might choose the wilds, hunting in the tall grass with plains cats.

Benefit

You can spend your inspiration to speak with felines. You can communicate freely with cats for 10 minutes, as if using the spell *speak with animals*. The cat is under no obligation to help or share information with you.

Alternatively, you can spend your inspiration to gain darkvision for 1 minute. You see in dim light within 30 feet of you as if it were bright light, and in darkness as if it were dim light. If you already have darkvision, its range increases by 30 feet.

Cold One

An undead creature drained you of your life energy, almost killing you and turning you into an unliving monstrosity. Your assailant might have been a spectral undead, like a wraith or ghost, or a corporeal one, like a wight or vampire. Since the attack, you have regained your strength and vigor, but not your humanity and vitality: some ineffable part of your soul is absent.

Characteristics

You lack warmth, both physically and emotionally. Your body temperature is low and your skin is cool to the touch. While not entirely emotionless, you are lacking in joy and compassion and find happiness fleeting. Even your strong negative emotions, such as anger, as muted, as you lack the passion that fuels rage, jealousy, and hatred. But you are also calm and not easily frightened or unnerved.

Temptation

Flaw: *"I cannot hate but neither can I love."*

Without passion you have few hopes and little dreams, and there is the continued urge to succumb to your melancholy, to sink into inaction and surrender to crushing malaise. It is difficult to find the motivation to continue to fight against the darkness, both external and internal.

Benefit

If frightened, you can spend your inspiration to remove the condition.

Additionally, animated undead such as zombies and skeletons pay you little attention. You can spend your inspiration to make a Dexterity (Stealth) check against such creatures as if you were heavily obscured. This effect last 1 minute or until you take any action.

Fugitive

You have earned the enmity of a powerful and formidable opponent who haunts their every action. Few champions live for long in the Mist without acquiring an enemy, but you have earned the attention a particularly potent and unforgiving foe. This enemy might be the ruler of a nation, a secret society, or even the law. Whomever they're, they will not forgive, and they will never forget.

Characteristics

You spend every waking minute wondering if your enemies are waiting nearby, ready to strike. You might hope to one day vanquish your pursuers, but that day is a long way off, and never seems any nearer. You can be suspicious and paranoid, and for good reason, having been betrayed in the past.

Temptation

Flaw: *"Trusting others leads to betrayal or disappointment."*

Survival is your primary drive. You do what you must to escape and survive. Your opponent has more resources and power than you, being virtually unassailable. Sometimes escape means sacrificing others as a distraction, or betraying others before they betray you.

Benefit

You can spend your inspiration to gain proficiency in the Perception skill for 1 minute. If already proficient, you instead double your proficiency bonus. Alternatively, you can spend your inspiration to act in a surprise round.

Gravesight

The spirits of people and events are visible to you as vague mist-like outlines. You can see both ghosts

and the imprint left by strong emotions and dramatic events on a location. You are able to find places of ethereal resonance and witness events from decades past. This power is limited to sight and you have no special ability to hear or interact with ghosts.

Characteristics

You cannot turn off your sight and have witnessed many scenes of horror and tragedy, often without warning. At any time you might experience a vision of the past or encounter a ghost that does not wish to be disturbed. You are wary about entering new places, which might have witnessed uncountable horrors or be the home of several spirits. You are cautious and possibly a little nervous. You may also have grown detached, emotionally hardened after years of horror.

Temptation

Flaw: *"Having seen so much horror, I can be callous and unsympathetic."*

Knowing that at any time you might be subjected to visions without warning pushes you to withdraw, to isolate yourself in safe places where there was no death and unpleasant memories. There's also the danger of becoming emotionally dead and uncaring of the suffering of others.

Benefit

You can spend your inspiration to witness the ethereal resonance a recent event. The event must have had some emotional significance and have occurred in your current location. Watching the ghostly re-enactment might offer some clue as to what happened or provide new information regarding the past. This might call for the normal Horror check for witnessing a disturbing event.

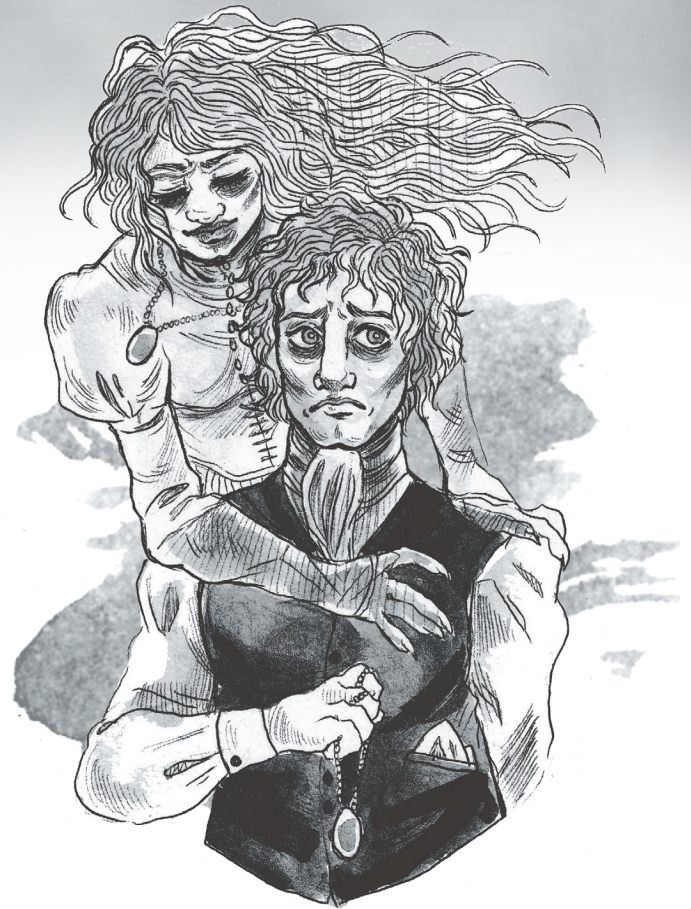
Alternatively, you can spend your inspiration to partially see an invisible undead creature. Make a Wisdom (Perception) check to locate the creature as if it were only lightly obscured.

Haunted

The ghost of a loved one or family member follows you around, seldom leaving your side. You cannot see other spirits and no one else can see your ghost, but you can interact with the ghost as if it were a regular person.

Characteristics

You have likely been thought crazy for seeing and hearing someone who is not there. You have grown used to not being believed and have grown tired of trying to explain who you are talking to. You might have limited social skills from spending too much time talking with the dead, especially if you



were isolated due to your perceived insanity. You might seem perpetually distracted, as if listening to multiple people at once or lost in thought.

Temptation

Flaw: *"I often forget the living, listening only to my spirit."*

Listening to the dead too much is also not healthy: ghosts do not have the same concerns as the living, and their advice cannot always be trusted. Your spirit may not be too concerned for your safety, possibly believing your death will release them or pushing you towards a goal they think will free them.

Benefit

You can consult with your spirit, learning otherwise unknowable knowledge. Pick one skill: History, Investigation, Perception, or Survival. Once you pick a skill you cannot change it until after you take a long rest. You can spend your inspiration to gain proficiency in that skill for 1 round.

Alternatively, you can spend your inspiration to roll a Wisdom (Perception) check when it is not your turn, but doing so uses your reaction.

Hollow

You are lacking a soul. You might have been born without a true soul or lost most of your soul as the result of a near death experience. As you lack a soul you cannot be resurrected by magic, and will not experience an afterlife.

Characteristics

You are prone to slips of morality ranging from antisocial to sociopathy. You are pragmatic, feeling little guilt for your misdeeds. With potentially no afterlife, you have fewer worries of final punishment but also no reward for a life well-lived. You might have the desire to make your actions count, or you might avoid danger to prolong the only life you have.

Temptation

Flaw: *"I am not burdened by guilt, shame, or remorse."*

With no worry of long-term consequences, there is the potential to forgo morality and the restrictions of polite society, to live a hedonistic and consequence-free lifestyle.

Benefit

You can spend your inspiration to make a new Wisdom saving throw against being charmed or stunned. You can do this when it is not your turn by using your reaction. If the effect is related to emotions, you are considered proficient with Wisdom saving throws and add double your proficiency bonus.

Lunatic

Your emotions are tied to the cycle of the moon. You grow increasingly excited and energetic during gibbous moons but become lethargic and depressive during waning moons. This lunacy might plague your bloodline, be the result of some trauma or illness, or have no understandable cause.

Characteristics

Your emotions are not your own, tied to a force beyond your control. You often feel impotent, not in control of yourself or your own life. You might go to extreme lengths to justify your free will and demonstrate your self-efficacy. You are also plagued by insomnia, leading you to distance yourself from the outside and the light of the moon, moving to windowless rooms lit by lamps and gaslight.

Temptation

Flaw: *"Not being fully in control, I take little responsibility for my actions."*

It is all too easy to surrender to the tides of emotion,

riding them up and down with the moon. This is taking the path of least resistance, no longer fighting to contain your feelings and forfeiting all control of your emotions and letting your impulses and sudden desires drive your actions.

Benefit

During periods of where the moon is half-full you can spend your inspiration to add your proficiency bonus to your initiative. Alternatively, you can spend your inspiration to act in a surprise round.

Possessed

You are the victim of fiendish or undead possession. The will of another entity imposes itself on you, pushing you to take actions that are not of your choosing. The other presence cannot yet take full control of your body, and you retain your free will and independence but it is a constant struggle. The entity cannot simply take command during a moment of weakness (such as when you are sleeping or injured): you must surrender control and give into its desires.

Characteristics

Waging a constant unceasing war for your soul, you are controlled and restrained, allowing yourself few indulgences and luxuries. Pleasures are few and fleeting, and you live an ascetic's life, potentially bordering on monasticism. Because of the voices in your head or foreign urges, you often appear distracted or conflicted, unable to separate your emotions from those of the entity. You are prone to occasional outbursts or uncharacteristic behaviour as your restraint momentarily slips.

Temptation

Flaw: *"I cannot allow myself a single moment of weakness."*

You are directly tempted by the entity that shares your mind, as it whispers seductions to you, offering you power, riches, and pleasures of the flesh. At the same time you are constantly denying yourself luxuries common folk take for granted. You wonder if indulging just once would truly hurt.

Benefit

You can confer with your possessing spirit, learning some forbidden knowledge. Pick one skill: Arcana, History, Nature, or Religion. You can spend your inspiration to gain proficiency in that skill for 1 minute. If already proficient, you instead double your proficiency bonus.

Once you pick a skill you cannot change your choice until after you take a long rest.



Redheaded

Having been touched by the fey, witchcraft, or other magical forces, you possess a minor magical talent. The superstitious believe you are the harbinger of ill-fortune, or made a pact with infernal forces. While not all redheads are touched by otherworldly forces—the majority simply have red hair—all those similarly “blessed” possess vibrant crimson locks.

Characteristics

Being met with suspicion and whispers, you have grown either withdrawn and shy or become defensive and defiant. You may be tired of being accused of witchcraft or evil deeds and grow angry and irate at the suggestion of impropriety. Or you may feel guilty and ashamed of your abilities, hiding them and your hair to the best of your ability. Either way, you seldom feel like you are seen for who you are and few people see you as an individual.

Temptation

Flaw: *“I see myself as others see me.”*

Whether hiding your hair or overreacting to suspicion, there is a desire to define yourself solely by your hair, to let being touched by the otherworldly define who you are. You might decide it is easier to become the corrupt person many believe you to be, and ally with unnatural forces.

Benefit

You can spend your inspiration to gain either the *mage hand* or *thaumaturgy* cantrip for 10 minutes. Wisdom is your spellcasting ability for this cantrip.

Redeemed

After a lengthy inner struggle, you have escaped corruption. Your past misdeeds were so foul as to leave a physical or spiritual stain, which you have finally managed to erase. While you can never regain your innocence or purity of spirit, you are not longer mentally or spiritually tainted.

Characteristics

As you accepted blame for your past deeds, you are honest or responsible. You are not prone to denial or blaming others for your failings. However, you are wary of falling from grace again, overcompensating in your attempts to avoid sin, temptation, or prove your redemption. Because you succeeded where so many others have failed, you might be prideful and prone to egotism.

Temptation

Flaw: *“I look down on those who lack the strength to redeem themselves.”*

Having given into sin once, there is always the possibility you will return to your evil ways. You also experience strong feelings of guilt and remorse for your past, potentially accepting blame for things beyond your control. Similarly, as you redeemed yourself, you might look down upon those unable to do the same, condemning or judging them for their perceived weakness.

Benefit

Having earned redemption once, you are strong willed and refuse to give up or surrender. You can spend your inspiration to add your proficiency bonus to Wisdom saving throws or death saving throws for 1 minute or until you fail a Wisdom or death saving throw, whichever comes first.

Reincarnated

Caught in a choice of death and rebirth, this is not your first life and you have returned from the grave into a new body. You only dimly recall the events of your past life in a dream-like haze but occasionally you experience intense memories, feelings, and urges. It is also difficult for you to be resurrected by magic, as your soul is quickly reborn minutes after your death.

Characteristics

You seem more experienced than age would suggest: wise beyond years and possessing esoteric and varied knowledge. You likely appear book smart, having more historical and trivial knowledge rather than current events. You might be thoughtful and quiet, prone to silent reverie and introspection. You are also occasionally forgetful, calling people by the wrong name and referring to events long since past.

Temptation

Flaw: *“I’m more comfortable in days past than the present.”*

The weight of ages tugs you to embrace elements of your past lives over the present: old friends might seem more familiar than current companions and old homes more comfortable. You experience an occasional loss of identity and sense of self. Past traumas, especially deaths, make you hesitant to do certain things or go certain places.

Benefit

Tapping into the knowledge of a past life, you can spend your inspiration to be considered proficient in a skill your choice for 1 minute, or a tool of your choice for 1 round.

Alternatively, you can spend your inspiration to recall memories from a past life, potentially recalling

some details of a person you have never met or place you have never been.

Second Sight

You have the ability to catch glimpses of the future, through visions, prophetic dreams, reading fortunes, or divining signs. You might rely on tools, such as bones or tarokka cards, or patterns found in tea leaves or chicken entrails.

Characteristics

Seeing events unfold in a nonlinear fashion, you can be erratic or mysterious: prone to non-sequitur, cryptic statements, or even confusion over cause and effect. You might be distracted or have difficulty focusing on the moment, receiving images or impressions of different times or possible futures. You may also be fatalistic, having little belief in free will.

Temptation

Flaw: *"I find it difficult to believe my actions have meaning."*

There is the potential to abuse your visions and foreknowledge for personal reasons, selfishly using your gift to gain material comforts. Seeing inevitable future tragedies or failing to alter the future can lead to depression and pessimism, believing that you cannot alter destiny and people have no choice or real freedom.

Benefit

You can take advantage of your foreknowledge to succeed at simple tasks. You can spend your inspiration to treat a d20 roll as an 11.



Alternatively, you can use your gift to gain a brief vision of the future. This vision is cryptic and often veiled in metaphor, but useful when otherwise lacking direction.

Shadow Touched

The darkness moves and shifts around you as shadows move on their own. You have been touched by the plane of shadows and are one with darkness and the night. The shadows around you move with a will of their own, but you can occasionally exert some control, shifting or shaping the darkness.

Characteristics

Having stared into blackness you see things in black and white. This might be a literal colour blindness, which removes all hues from your vision depriving you of the beauty of colour, or metaphorical, as you philosophically view things in absolutes.

Temptation

Flaw: *"Everyone has a darkness inside them."*

As shadows are created by light, it is easy to believe that evil is created by good. You might see sinners and villains everywhere, or the darkness lurking in everyone. It can become hard to even believe in goodness and light.

Benefit

Through sheer will, you can lengthen and darken nearby shadows. You can spend your inspiration to make a creature or object lightly obscured for 1 round.

Alternatively, you can spend your inspiration to shape or sculpt an existing shadow into a simple two-dimensional image. This shadow can be no larger than a medium-sized creature.



Chapter VI: Equipment

The cliffs of the Balinok Mountains towered above on either side of the narrow Svalich Pass; the guards eyed the road nervously, equally wary of bandits and rock slides.

The small hammer struck metal with a light tap, the precise and delicate blow of a true artisan, yet mirrored all along the short avenue: the gunsmiths of Dementlieu were busy today. The gears and fine tools lay in a precise order on the black velvet as the Lamordian clockmaker began the work of repairing the damaged pocket watch.

In much of the Core, technology in more advanced than in other realms and worlds. This has granted easier access to firearms, clockworks, and other wonders of science. Gas lamps are beginning to replace candles in many homes.

Weapons

Light weapons and armour have replaced heavy steel in many lands, with knights on horseback almost anachronistic. Renaissance firearms are available in

the Western Core, but are typically only affordable by the wealthy.

Weapon Properties

Most weapons use the common properties, but craftsmanship in the Mists allows lighter weaponry that is easily hidden.

Brittle. Made from a fragile material that snaps easily. When you roll a 1 on an attack roll, you must succeed on a DC 12 Strength saving throw or the weapon breaks.

Concealed. You have advantage on checks to hide the weapon from sight.

Soft. Made with a soft metal that dulls easily. When you roll a 1 on an attack roll, the weapon takes a cumulative -1 penalty to damage. If its penalty drops to -5, the weapon breaks. The penalty lasts until you sharpen the weapon during a short or long rest.



Weapons

Item	Cost	Damage	Weight	Properties
<i>Simple Melee Weapons</i>				
Scythe	5 gp	1d8 slashing	2 lb.	Two-handed
<i>Martial Melee Weapons</i>				
Chain Whip	10 gp	1d8 bludgeoning	5 lb.	Reach two-handed
Sword Cane	15 gp	1d6 piercing (sword), 1d6 bludgeoning (cane)	2 lb.	Concealed, finesse, light
<i>Martial Ranged Weapons</i>				
Coat pistol	150 gp	1d8 piercing	2 lb.	Ammunition (range 20/60), loading, concealed
<i>Martial Hybrid Weapon</i>				
Pistol-rapier	300 gp	1d8 piercing	5 lb.	Ammunition (range 25/75), loading, finesse

Variant: Alternate Materials

The vast majority of weapons are made out of common steel, which is durable and holds an edge. But not all of the horrors of the Mists are susceptible to steel weaponry, and some require more exotic minerals.

Silver

The alchemical silver of other worlds—which allows silvered weapons to be as effective as steel—is far more rare in the Mists. Most silver weapons are made of silver alloy, and dulls more quickly than steel, threatening to bend or break.

Silver weapons weigh 1.5x more than steel weapons and have the Soft weapon property. A silver weapon costs an extra 50 gold pieces due to the value of the weapon and the extra skill required to work with the metal.

Cold Iron

Made from cold worked iron or ore mined from deep within the earth, cold iron negatively affects fey like silver affects lycanthropes. Cold iron is brittle and easily breaks if the user is not careful with their swings.

A cold iron weapon is treated as magical when used against any fey creature. Because extra effort is required in the mining and forging processes, a cold iron weapon costs an extra 100 gold pieces.

Gold

While a heavy metal, gold is soft and easily deforms making it unsuitable for weapons. To be effective, gold weapons are made of gold alloys, being only half or three-quarters gold.

Gold weapons weigh twice as much as steel weapons and have the Soft weapon property. A gold weapon costs an extra 300 gold pieces, which includes the metal and the extra work required to strengthen the metal.

Stone

Weapons can be made of stone such as flint. While hard and heavy, stone weapons shatter after periods of stress.

Most stone weapons weight the same as steel weapons: the materials are lighter, but needs to be larger to remain as effective. They gain the brittle weapon property. Stone weapons are cheap to make but require special orders to build, costing half as much to craft.

Obsidian

Volcanic glass is brittle but razor sharp, able to hold a sharper edge than steel.

Obsidian weapons gain the brittle weapon property. They're cheap to make but require special orders to build, costing half as much to craft but twice as much to buy.

When attacking with an obsidian weapon that deals slashing or piercing damage, once per turn you can reroll a damage roll. You must take the second result, even if it's lower.

Bone

Bone is a simple building material, but over time bone grows brittle and does not hold and edge for long.

Bone weapons weigh half as much as steel weapons, and have the Brittle and Soft weapon properties. Bone weapons are cheap to make and purchase, costing a quarter as much to craft or half as much to buy.

Improvised Weapon

Commoner heroes and angry mobs often have to make do with what is at hand rather than manufactured weapons. The table below provides the equivalent weapon. Characters using worn or crudely made improvised weapons don't apply their proficiency bonus to attack rolls.



Improvised Weapon Equivalents

Tool	Weapon Equivalent
Axe	Battleaxe
Broken Bottle	Dagger
Crowbar	Mace
Gaff	Pick
Hammer	Light hammer
Hatchet	Handaxe
Hoe	Quarterstaff
Carving Knife	Dagger
Machete	Scimitar
Cleaver	Handaxe
Pitchfork	Trident
Fireplace Poker	Spear
Scalpel	Sickle
Shovel	Quarterstaff
Skillet	Club
Sledgehammer	Warhammer

Adventuring Gear

This section describes items that adventurers can purchase in the Land of the Mists

Clock. Clockwork timepieces keep accurate time so long as they're wound or maintained. The smaller the clockwork the more delicate work required to manufacture the clock.

Compass. A compass unerringly points north, granting advantage on all Wisdom checks related to navigation.

Diksha Dice. Fortune-telling dice from Har'Akir. A set has five 6-sided dice, with each die being a different colour and each of the thirty faces having a unique glyph.

Phonograph. A device used for recording sounds on metal cylinders coated with wax, and then replaying recordings through a large horn.

Plague Mask. A leather hood with a long, conical nose resembling a beak. The nose is stuffed with aromatic herbs designed to shield the wearer from contaminated vapours. While wearing the mask you have advantage on saving throws to against airborne diseases or effects caused by foul odours. The herbs dry out after 1 day and need to be replaced at a cost of 15 gp.

Syringe. A sturdy medical syringe can deliver a potion or poison. Using a syringe requires an

attack roll and can be done in place of an attack.

Straight-jacket. These canvas restraints can bind a Small or Medium creature. Escaping a straitjacket requires a successful DC 20 Dexterity check. Tearing them requires a successful DC 25 Strength check.

Tarokka Deck. A simple deck of 54 fortune-telling cards kept in a velvet lined box. While magical variants exist, most decks are mundane.

Adventuring Gear

Item	Cost	Weight
Clock		
Pocket-watch	300 gp	—
Mantle	250 gp	5 lb.
Grandfather clock	200 gp	80 lb.
Compass	15 gp	1 lb.
Diksha Dice	1 gp	—
Phonograph	100 gp	10 lb.
Wax canister	10 gp	—
Plague Mask	10 gp	1 lb.
Syringe	10 gp	—
Straight-jacket	20 gp	5 lb.
Tarokka Deck	50 gp	1 lb.

Tools

Item	Cost	Weight
Artisan's tools		
Clockworking tools	50 gp	10 lb.
Gunsmithing	30 gp	7 lb.
Vehicle		
Vardo, simple	60 gp	600 lb.
Vardo, ornate	120 gp	650 lb.



Trinkets

In place of the Trinkets table in the *Player's Handbook*, you can roll on the following table.

Trinkets

d100	Trinket
1-2	An ebony walking stick with a silver head monogrammed "J.F."
3-4	A pickled human head in a jar.
5-6	A cameo necklace with an ancestor's portrait inside.
7-8	Thirteen glass teardrops in a velvet lined box.
9-10	A black leather-bound book written in an unknown language.
11-12	A dagger with a blood stain that won't wash off.
13	A well-read copy of a <i>Van Richten Guide</i> with personal annotations.
14-15	An obsidian glass eye.
16-17	Half of a map of the Ste. Ronges sewer system
18-19	A long silk handkerchief embroidered with the name "Collins".
20-21	A rosary whose wooden beads have been worn smooth with use.
22-23	A straight razor with a pearl handle.
24-25	Blueprints of an unknown manor house in the Mordentish style.
27-26	A small velvet bag of fortune-telling bones.
27-29	A silver coin minted in an unknown land.
30-31	An elaborately carved goat's skull candle holder.
32-33	Ruby and silver cuff-links.
34-35	A broadsheet newspaper with next year's date.
36-37	A wax phonograph cylinder
38-39	A tin snuff box.
40-41	The desiccated body of a bat.
42-43	A mummified humanoid hand.
44-45	An ivory game piece shaped like a queen.
46-47	A pocket watch with thirteen hours that manages to tell the correct time.
48-49	Small stone statue of a horse.
50-51	A puzzle box you have been unable to solve.
52-53	A compass that doesn't point north.
54-55	A water damaged autobiography.
56-57	Gold rimmed spectacles with a thin golden chain.
58-59	A jade pendant that always feels warm to the touch.
60-61	Sheet music for an unfinished opera.
62-63	A key to an unknown lock with a bow shaped like a cat's eye.
64-65	A small lockbox shaped like a coffin.
66-67	A braided lock of black hair.
68-69	The fang of an unknown animal.
70-71	A single masterfully painted tarokka card.
72-73	A chapbook almanac of the Core.
74-75	A silk top hat that's just a little too large for you.
76-77	A cipher for cracking an unknown code.
78-79	Fragments of a gold-covered drinking horn.
80-81	A porcelain doll resembling a family member.
82-83	A sealed glass vial of blood.
84-85	A bottle of Borcan wine without a label.
86-87	Three polished black stones in a silk pouch.
88-89	A package of spices from across the sea.
90-91	Six red candles with blackened wicks.
92-93	A human finger bone on a leather cord.
94-95	A black lace mourning veil.
96-97	A hip flask engraved with the phrase "patience".
98-99	A used and slightly deformed silver bullet.
100	A black rose that never wilts.





Chapter VII: Faiths

Gods are silent in the Land of the Mists. While divine powers grant their followers spells, they never commune directly with their worshippers. Some devoted followers argue otherwise, insisting that the gods are simply more subtle in their advice, offering various signs and portents as evidence of communication with the divine. Others point to the many wonders of the world as clear proof of the gods. Conversely, atheists argue there are no gods and that “divine” magic is merely an alternate form of arcane magic. These sceptics point out that blasphemous clerics are not chastised for their trespasses, nor do they lose spellcasting or similar abilities.

Unspoken Pact

When a cleric, paladin, or similar person enters the Land of the Mists from another world or plane, they immediately feels an indescribable emptiness, a void left by the departing strength imparted by their deity. While they continue to receive the blessings of their

patrons, they no longer feel their god’s presence. This absence often causes clerics to fall into despair or suffer a crisis of faith.

Some theologians claim this absence of the divine is a sign that the power of the gods doesn’t extend through the Mists. This is supported by the inability of magics to pierce the Mists and allow travel beyond the borders of the land. If divine magic can’t penetrate this barrier, then some other force has replaced the gods in granting spells to clerics. This is one possible explanation for why clerics and Paladin that betray their orders don’t lose access to their powers.

Another theory posited by outlanders is that the powers of the gods is allowed to freely pass through the barrier of the Mists. This implies an “unspoken pact” with the masters who control the Land of the Mists, the fabled Dark Powers, who allow magic to be imparted to the faithful but in exchange the gods are not permitted to interfere with the world or directly intervene on behalf of their followers.



Without the watchful eye of the gods to oversee what is being done in their name, many religion transplanted to the Core gradually undergo a shift in their beliefs, theological, or dogma. Teachings and lessons change and adapt as they passed from one follower to another, evolving to suit the needs of their parishioners. On occasion, a religion will be deliberately altered to benefit the clergy.

Gods in the Mists

There is no single pantheon or single monotheistic faith in the Land of the Mists. Instead, most lands have their own religion or one they share with neighbouring lands. Residents of a nation seldom worship more than one god, typically giving homage to the local religion.

In the Core there are two dominant religions: the Church of the Lawgiver and the Church of Ezra. The Lawgiver is observed in southeastern Core, including Hazlan and Nova Vaasa. Worship of Ezra is much more widespread; while concentrated in lands the Western Core (Borca, Mordent, and Dementlieu) there is also a following in Nevuchar Springs in Darkon.

Gods of the Mists

Deity	Alignment	Domains	Symbol
Belenus	NG	Forge, Light	Geometric solar disc
Eternal Order	NE	Death, Knowledge	Hooded humanoid skull
Ezra	LN	Life, War	Cruciform sword wrapped in a sprig of belladonna
Hala	N	Arcana, Nature, Tempest	Ring of 13 serpents devouring each other
Lawgiver	LE	Order, War	An iron rod, spear, or mace
Mother Night	CN	Grave, Trickery	A wolf eye with crescent moon pupil
Morninglord	CG	Light, Life	Rose tinted disc showing a rising sun
Wolf God	CE	Nature, Trickery	Snarling wolf head
Zhakata	LE	Light, War	Small reliquary containing human finger bones

Belenus

The Master of Fire, the Cleansing Flame,

Followers of Belenus claim he bestows the life-giving light of the sun upon those who please him and withholds it from those who earn his scorn.

Belenus' primary worship in the Core takes place in Tepest. Primarily a folk religion, worship of Belenus incorporates many local traditions, superstitions, and legends. The faith mingles with tales of shadow fey, ravenous goblins, and horrible witches. Once part of a larger pantheon (see the Celtic Deities in Appendix B of the *Player's Handbook*), Belenus is seen as the "god of gods". While the other deities are included in stories and parables, they're always presented as lesser deities.

Sermons during the noon-time services were once limited to village priests tending their small congregations, giving thanks to Belenus for creating the world and sustaining their lives. However, the faith changed after the Great Upheaval when the neighbouring lands of Markovia and G'Henna were seemingly destroyed. Believing fey and black magic were responsible, priests of Belenus organized an

inquisition to fight back. This movement is led by Wyan, the high priest of Viktal.

To the south, Belenus is also worshiped in Forlorn as part of a larger pantheon of deities by reclusive human druids. These druids tend several of the Stone circles dotting the landscape.

In distant Nidala, worship of Belenus is organized and takes place in a huge and glorious cathedral. Other religions are ruthlessly persecuted by the Church, as are transgressions against Belenus. Only women can join the priesthood, and must take vows of chastity. Men serve the church as enforcers or guardians.

Eternal Order

The Final Ward, Watcher at the Gate

The state religion of Darkon, the Eternal Order does not revere a deity, and instead serves to wards off the end of the world. Darkonian tradition holds that the land once belonged to the unliving, but he living stole the world, banishing the spirits to the Grey Realm. It's prophesied that one day, the Hour of Ascension will come and the vengeful dead will rise to reclaim what is rightfully theirs. The Eternal Order performs countless rituals intended to appease the dead and postpone the Hour of Ascension.

Less an organized religion and more a collection of traditions and rituals, the Eternal Order liberally borrows rites and tenants from other religions, especially those related to death or undeath. Barovian funerary rites are wholly incorporated, omitting the more overt references to Mother Night. The Eternal Order is currently recovering from a religious schism. The Requiem, a horrifying magical catastrophe that killed every living inhabitant of Il Aluk, was seen by many as the beginning of the

Hour of Ascension. This disaster also killed a large number of the church hierarchy, leaving the Order in disarray. The clergy placed the blame for the tragedy on the Darkonian people and their weak faith. This fragmented the populace, with some renewing their faith and dedication to the Order, while others openly abandoned the church for failing to prevent the Requiem.

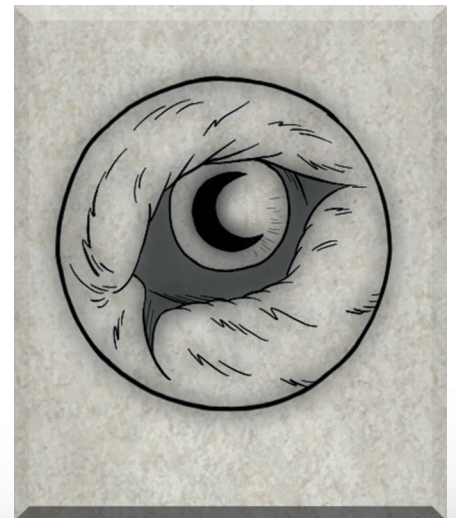
Ezra

Maiden of the Mist, Our Guardian in the Mists

Once a mortal woman, Ezra returned to the world as a god and protector. According to most traditions in the Church, Ezra was a virtuous woman who, despairing of the evils in the world, surrendered her mortality to the Mists to become an eternal guardian of mankind. The Church is known for appointing faithful clerics, called *anchorites*, who are tasked with protecting and healing her faithful, keeping them safe from the forces of evil.

The Church advocates kindness and charity, advocating that those who can protect themselves also protect others. It encourages a sense of community among its parishioners. Anchorites and priests are encouraged to convert as many souls as possible, for Ezra can't fully protect those who don't accept her into their hearts.

The most widespread church in the Mists, worship of Ezra is practiced in most of the Western Core along with some of the Northern Core. In addition, missionaries have brought the faith to distant lands, such as Souragne. The worship of Ezra is centered in Borca, where it's known as the Home Faith. The Church of Ezra has no fewer than four distinct sects, each with their own objectives and methods, although they all recognize the authority of the central church.





Ezra is commonly depicted as a tall, slender woman in flowing, white robe, with raven hair that sharply contrasts with her pale skin. Revered as both protector and healer, Ezra is usually depicted holding an alabaster kite shield and a slender longsword. The shield is often adorned with a sprig of wolfsbane in recognition of her role as a healer.

Hala

The Witch of the Weave, Last of the Nine

A secretive and mystical faith, followers of Hala don't actively seek new converts. While they can be found in every land, nowhere is the faith the predominant religion. Worshipers of Hala commonly operate out of hospices, where they offer healing to anyone who comes to their door. Because they pair their magic with potions, tonics, and herbal poultices, followers of Hala are often accused of being witches or hags.

According to the holy text of Hala, *Tales of the Ages*, nine deities created the world from roiling mists of Chaos. Eight of the deities then withdrew, allowing mortals free rein over the world. But mortals lacked wisdom to run and the world soon filled with pain and anguish. Hala, who tarried behind to watch the world, returned to ease suffering in the world. She gathered together thirteen women and thirteen men and taught them secrets of the Weave: a form of magic that manipulates natural forces. Followers that identify as male tap into elemental powers, typically becoming sorcerers, while feminine followers become clerics or druids.

The witches of Hala are frequently persecuted. While the Weave is not inherently evil, its use is rife with occult dangers. Exposure to the Weave or witches of Hala is rumoured to create caliban, foul

milk, ruin crops, and worse. It's said that followers of Hala who lose control of their magic are transformed into monstrous hags.

Lawgiver

The Iron Tyrant, the Black Lord

The state religion of Hazlan and Nova Vaasa, the Lawgiver rewards blind obedience and loyalty. The principal tenets of this religion asserts the divine providence of rulers: those born into wealth and power deserve to rule, while those born into poverty deserve only what is earned through dutiful service to their betters.

However, those born to rule have a duty to do so. Weak and overly corrupt rulers who are unable to maintain their control have surrendered their right authority. Strong individuals who can take power through force of will or arms demonstrate they have gained the blessing of the Lawgiver.

The Iron Faith has a strict and rigid hierarchy. It is led by the *Himmelsk Naeve* (or "Divine Fist"), who commands the Iron Faith throughout the Land of the Mists. Beneath them are four *aerkebiskops* in both Nova Vaasan and Hazlan. Each of these eight *aerkebiskops* command a number of *biskop*, who represent a settlement or region known as a *dommer*. The martial arm of the Lawgiver is the *Gudkædes* (or "God-chains") who are sworn to the defence of the Church and the destruction of the Lawgiver's enemies.

The church enforces a strict stratification between social classes. Clergy are drawn from many different ranks, but individuals of different classes don't mix and marriage between different ethnicities and races is forbidden.

Unlike other gods where their title is their name, the Lawgiver has a true name. Clerics of the Lawgiver claim that the revelation of his name would strike a mortal dead.

Mother Night

Matron of Twilight, The Fool's Moon

One of the four gods of ancient Barovia, the presence of Mother Night is felt between dusk and dawn. She is typically depicted as a woman draped in garlands of lilacs with a wolf's head.

It's said Mother Night dwells in the City of Winter, where the snow is always following and the spring melts never come. An entrance to her kingdom is said to lie near the peak of Mount Baratak.

Thought to be the ally and guardian of those who walk after sunset, Mother Night is often worshipped by nocturnal creatures—such as lycanthropes—but also watchmen, burglars, and hunters. Those who need to travel or work during the nighttime sometimes give offerings to Mother Night in supplication, hoping to bribe her into protecting them.

She also watches over the souls of the dead, as the sun set on their life they move through her demesne. She is a fickle goddess who doesn't part easily with the souls who pass into her frozen realm. Legends tell of brave heroes who have ventured into the City of Winter seeking the spirit of a loved one, and have had to bribe Mother Night with something of great value in order to reclaim the departed soul.

Long ago, it was said Mother Night would defend people against the monster lurking in the dark, but it is said she has forsaken those who walk in the sun. Some Barovians even believe Mother Night sent the Devil Strahd to punish the land for some slight or offense.

Morninglord

The Bringer of Dawn, the Rising Inspiration

The god of the rosy dawn, which ends even the darkest of nights. This is a humble faith whose simple teachings conceal a message of intense hope: no matter how bleak the future may seem, no matter how dark the night, dawn will come. The Cult of the Morninglord asks little of its followers, save that they treat each other with kindness and retain hope in their hearts.

The Morninglord is usually depicted as a luminous sylvan humanoid with blonde hair and golden skin. In the oldest images of the god, his face is smeared with blood. The cult teaches that this is because even the greatest good can hide some stain

of evil, but that even the most depraved evil may contain some spark of goodness.

The Morninglord's clergy is small, focused in Barovia. However, the faith has begun spreading through traders and its cultists can now be found across the Core. It tends to attract a following among the downtrodden, who have little to offer but kindness and hope. It is gaining popularity in Nova Vaasa, much to the chagrin of the Church of the Lawgiver.

Wolf God

The Devouring Beast, the First Alpha

Beast-god of the night, worshiped in primordial forests of the southwestern Core. There, demonic wolves who walk like men praise a savage and predatory being known only as the Wolf God. They worship their patron with frenzied rites of blood and carnal acts under the light of a full moon.

Followers of the Wolf God hold that wolves are divine beings. All other creatures are pathetic rivals to be slain, herd animals to be thinned, or abominations to be slaughtered.

Few humans worship the Wolf God. Those who do seek the strength of the wolf, longing for their predatory instincts and ferocity.

Zhakata

The Devourer and the Provider, The Beast of G'Henna

Depicted as a monstrous creature squatting atop a pile of bones, Zhakata the beast-deity of G'henna is not worshiped but merely appeased.

Believed to appear to his followers in two forms—the Devourer and the Provider—the people of G'henna have only experienced the former. As the Devourer, Zhakata demands continual sacrifices of foodstuffs. Or, if there is no food to spare, sacrifices of blood. The populace of G'henna starves themselves in order to offer sacrifices in the hopes of one day earning the era of plenty, when Zhakata the Provider will finally reveal itself.

In the poor land, all foodstuffs is first the property of their God. Crops and livestock are delivered to the church so Zhakata's portion can be taken, with the remainder divided among the populace. As all food is the property of Zhakata, the buying or selling food is a religious offence. With poverty and starvation so widespread, obesity is seen as sacrilege.

There is no separation between church and state in G'henna: the word of the priests is law. The clergy defers to the high priest, Yagno Petrovna, who speaks as the voice of Zhakata.



Chapter VIII: Treasure

The tip of the short spear was crimson, stained by the blood of countless victims and still hungry for more. The simple ring is carved from a single piece of obsidian, curiously red in hue; when touched there is the slightest tingle of static electricity. Masterfully crafted in gold and silver, this triangular amulet is marked with iconography of Osiris, Horus, and Anubis.

Types of Treasure

Most of the standard forms of wealth exist in the Mists.

Coins. With the many travellers that pass into the Mists from foreign lands, coinage from any kingdom is generally accepted without question. Most merchants have scales and other tools to test the value of unfamiliar coins. Some more xenophobic lands (Falkovnia) are more reserved regarding foreign currency and settlements on the borders have moneychangers.

Gems. With most communities being isolated and self-sufficient, gems are harder to trade; few farms need to trade the wealth contained in a gemstone and seldom have the coinage needed

exchange for a gem.

Art Objects. As you can't eat a painting, most art objects are only as valuable as their material. In larger cities there might be a demand for art, and some lands pay highly for pieces of beauty.

Magic Items. Spellcasters are rare in the Land of the Mists, but magic items are not unknown. Items have an unnerving tendency of becoming magic, especially those involved in acts of evil or left in places stained by darkness.

Awarding Treasure

Treasure is less important in the Mists. Fewer adventures are entirely motivated by the acquisition of wealth. Adventurers driven by greed often find themselves consumed by this sin. But treasure still exists and will eventually be discovered, whether in the lair of a vampire or scattered among the remains of a werewolf's meals.

Magic Items

In the Mists, permanent magic items should be awarded deliberately and seldom handed out randomly.

All magic items should have some history – even if it's just implied. This past might include the origin of the magical item or the deeds of its past owners. Magic items might be created spontaneously: the essence of the land seems to seep into items, giving them minor enhancements and subtle properties. Many magic items are relics: items that were employed by people of great destiny or even mundane items present at the site of a momentous event and then used in the creation of a magic item. Fragments from a stake used to burn a witch might become a *wand of fireballs* and the finger bones of an anchorite of Ezra who died while tending to her congregation during a plague might become a *periapt of health*. In the latter example, the magic item is not just a *periapt of health* but “*the knucklebone of Sister Anne-Marie*”.

The majority of permanent magic items should have a quirk or minor property. These should be atmospheric and tie into the nature of the magic item. As fewer magic items are created, most don't look magical or wondrous, appearing as more mundane items. Many folk discover a magical item and have no idea the treasure they hold, considering it another battered sword or tarnished ring; magic items that appear magical are often the most dangerous and are frequently cursed.

Reducing Magic Items

If randomly rolling on a treasure table there are a couple methods to reduce the number of permanent magic items in the campaign

Different Dice. When determining treasure for a hoard, instead of rolling a d100, you can instead roll a d10 and a d8 with the d10 being the “ones” and the d8 being the “tens”. This produces results from 10-89. This increases the chances of getting a magic item but removes upper end of the table.

Static Subtraction. When determining treasure for a hoard, roll 1d100 - 10.

Random Subtraction. When determining treasure for a hoard, roll 1d100 - 3d6.

New Magic Items

Below are a number of magical items unique to the Land of the Mists.

Animated Portrait

Wondrous item, rare (requires attunement)

An unremarkable piece of art that appearing to be painted by someone of average skill, this painting always features at least one person. While touching the painting you can cast *alarm* as an action, warding the room where the painting is hung. When the *alarm* is triggered you can speak the name of the painting to see through eyes in the portrait. You can observe for 1 hour or until you lose your concentration, as if you were concentrating on a spell. While watching through the painting, the eyes in the painting move and mimic your eyes. While seeing through the painting you cannot see what is happening around your body and you are considered blinded.

Avenger's Sword

Weapon (any sword), rare (requires attunement)

This worn sword looks deceptively plain, with no special adornment. You gain a +1 bonus to attack and damage rolls with this magical weapon. This sword has 3 charges. As an action you can spend a charge to cast *locate creature*, detecting a creature that was damaged by the sword in the past 24 hours. The sword can only track one creature at a time. The sword regains 1 charge at dawn.

Ba'al Vaerzi Dagger

Weapon (dagger), rare, (requires attunement by a rogue or monk of evil alignment)

This grim dagger can't be sheathed until it has tasted blood. Its leather sheath is made from the skin of the assassin's first victim. You gain a +1 bonus to attack and damage rolls made with this magical weapon. When you hit an incapacitated creature with this weapon the target must make a DC 13 Constitution saving throw, taking an extra 2d8 necrotic damage on a failed save, or half as much on a success.

Baron's Arm

Weapon (mace), uncommon

This exotic flail is fashioned in the shape of an armoured gauntlet with a short barbed scourge attached to the hilt. Barons arms are exclusively wielded by the Black Leopards of Valachan. You gain a +1 bonus to attacks and damage rolls with this magical weapon. You can use this weapon as either a flail or a whip, swapping between ends as quickly as you might draw a sword. Both the mace and scourge ends cause terrible scarring wounds;

when you score a critical hit the target must make a DC 15 Constitution saving throw or be scarred. While scarred, the target has disadvantage on all Charisma checks. Each time the target takes a long rest they can repeat the saving throw, healing the scars on a success. Magic such as *greater restoration* can also remove the scars.

Bell of Warding

Wondrous item, legendary

This silver and iron bell is embossed with images of delicate chains. Inside the bell, the clapper is shaped like a tiny devil's head. This item has 3 charges. As an action, you can ring the bell and use a charge to cast *imprisonment*, targeting every elemental, fey, outsider, and undead within 1 mile. The spell uses the chaining option, but the chains are invisible chains of force. The effects of the imprisonment spell lasts for 1 hour, after which it expires. The bell regains 1d4-1 charges each dawn.

Blood Coin

Wondrous Item, legendary

Resembling a common silver piece there is the faintest red smudge on one side that can't be wiped off. The coin always appears minted in the expected nation, such as the current land or your homeland. The coin allows you to cheat or swindle with ease, making any deal you propose seem reasonable. This effect is noticeable, and you innately know it is the coin's influence.

Creatures you do business with are considered to be charmed by you and utterly convinced your proposals seem reasonable, the terms of any agreement you suggest seem fair and equitable. The creature is under no compulsion to accept the trade, and can still refuse to sell items of personal value or immediate need.

Curse. Until the curse is activated the coin can be given or thrown away. However, the coin refuses to be used in a purchase unless it's the last coin in your possession, magically returning to your purse. Once you have used the coin to cheat someone the curse activates, the coin becomes attuned, and can't be given, lost, or spent. The coin reappears in your possession within moments.

The coin causes you to weep tears of blood. The blood is mundane and causes no damage but is visible, staining everything it touches. You weep blood for 1 minute for every silver piece swindled. For example, if you use the coin to cheat someone out of 150 gp you cry blood for a little over a day. A remove curse spell does not remove the coin's curse but pauses the weeping for 1 day.

To be rid of the coin, you must give away all your possessions (save the clothes on your back and the coin) and live as a beggar for a year and a day. At the end of the year you can give away the coin: nothing can be bought with the coin and it cannot be thrown away, it must be freely given.

Candle of Nightmares

Wondrous item, uncommon

This midnight blue candle has a long, slender wick that barely seems touched by flame. While lit this candle sheds dim light in a 5-foot radius and is not consumed by its flame, burning for 8 hours or until extinguished. When you light this candle you whisper the full name of the target you are familiar with or have met. That night the target experiences vivid nightmares and must succeed on a DC 13 Wisdom saving throw or be unable to benefit from their long rest. Once lit this candle can't be used again for 1 week.

Carrion Blade

Weapon (guisarme), rare

The blade of this guisarme is serrated like a sawblade. You gain a +1 bonus to attack and damage rolls with this magical weapon. When you score a critical hit against a living creature, the blade burrows into the flesh of the target, allowing you to use a bonus action to attempt to grapple the target. If you start your turn with a creature grappled by the guisarm, you have advantage on attack rolls with the guisarm against the grappled creature.

Cat of Felkovic

Wondrous item, legendary (requires attunement)

This item seems like a figurine of wondrous power. When you throw the figurine to a point on the ground within 60 feet of you as an action, the



figurine becomes a living cat using the statistics of a panther. If the space where the cat would appear is occupied by other creatures or objects, or if there isn't enough space for the cat, the figurine doesn't become a cat.

The cat is friendly to you and your companions. It can become a house cat for up to three hours every day. The cat has an intelligence of 5, understands Vaasi, and obeys your spoken commands. If you issue no commands, the creature defends itself but takes no other actions. If the cat is recalled while feeding the kill becomes part of the figurine, vanishing when unobserved.

Each day the cat is not fed it animates on its own during the night and hunts for food. While animated by hunger the owner has no control over the cat. During this period the cat is immune to damage from nonmagical weapons and has advantage on all saving throws against spells. On the first nights, the figurine appears as a tiny house cat and hunts small prey such as mice. Each subsequent night the cat awakens as a progressively larger and fiercer cat, hunting prey of an appropriate size. When the cat has eaten its fill, it returns to where it animated and reverts to figurine form.

Giant Cat

Huge beast, unaligned (neutral evil)

Armour Class 14 (natural armour)

Hit Points 104 (9d12 +18)

Speed 50 ft.

Str	Dex	Con	Int	Wis	Cha
20 (+5)	16 (+3)	15 (+2)	5 (-3)	12 (+1)	8 (-1)

Skills Perception +3, Stealth +7

Senses passive Perception 13

Languages Vaasi

Challenge 3 (700 XP)

Keen Smell. The giant cat has advantage on Wisdom (Perception) checks that rely on smell.

Pounce. If the giant cat moves at least 20 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 15 Strength saving throw or be knocked prone. If the target is prone, the giant cat can make one bite attack against it as a bonus action.

ACTIONS

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 piercing (1d12+5) damage.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 14 slashing (2d8+5) damage.

Feline Feeding

Stat block	Days Without Feeding	Meat Required
Cat	1	1 lb.
Jackal	2	20 lb.
Panther	3	30lb.
Lion	4	40 lb.
Saber Toothed Tiger	5	50 lb.
Giant Cat	6	60 lb.

Coffer of Peace

Wondrous item, rare

This small icon box is decorated with semiprecious stones and has a simple clasp lock. If you are holding this coffer, when an undead creature you can see is reduced to 0 hit points within 60 feet of you, as a reaction you can open this coffer and try and catch their spirit within. The undead must make a DC 18 Charisma saving throw or be pulled into the box.

If the box is buried in hallowed ground, such as a graveyard or similarly blessed earth, before the following midnight, then the spirit is trapped in the box until it is opened. If midnight comes and the box is not buried, the spirit bursts free of the box.

Crimson Zombie Ring

Ring, rare

When you place this ring on the hand of the corpse of a humanoid creature, after 10 minutes the ring animates the corpse as a zombie. As the zombie is being animated its skin dries and crumbles away revealing the creature's musculature. The zombie is not under your control and attacks the first living creature it sees. Once the ring has animated a zombie it ceases to have any magical power.

Death Shades

Wondrous item, rare (requires attunement)

These dark spectacles are rimmed in thin bone. While wearing them you see the world in shades of black and white. Living things appear brighter, almost being slightly luminescent, while dead creatures and nonliving objects are black. Creatures with full hit points are vibrant, slowly dimming as they become injured. You can look at a creature and instantly tell if they're at full health, have three-quarters of their hit points, or are below half. However, while wearing the spectacles you have disadvantage on all Wisdom (Perception) and Intelligence (Investigation) checks.

Desk of Deceased Scholars

Wondrous item, rare

This wooden roll-top desk has numerous small drawers and compartments, each of which locks with a small key. Every compartment in the desk is large enough to house the severed head of a Medium sized humanoid creature. If you open a compartment, you can ask the head inside a question, as if using the speak with dead spell. Each head can answer a single question, after which they remain silent until the next dawn. The desk can hold up to ten heads, each of which is magically preserved and doesn't decay. You can replace the head by decapitating a body that has been dead for no more than 1 hour and placing the head inside a compartment.

Dreamcatcher

Wondrous item, uncommon

This circle of intertwined twigs, strings, beads and feathers was created by the Abber nomads of the Nightmare Lands to protect themselves from mental control and the influence of dark dreams. The dreamcatcher starts with 5 charges. When you hang this item you can spend a charge to create a 10-foot-radius sphere that protects all creatures in the area from being charmed, frightened or possessed by elementals or fiends, functioning similar to a magic circle. The dreamcatcher also protects you from effects relating to dreams and nightmares, such as the dream spell or haunting power of night hags.

Edge of the Kargat

Weapon (dagger), very rare (requires attunement by a creature of non-good alignment)

Also known as Azalin Daggers, these weapons were created for elite agents of Azalin Rex's secret police. You gain a +1 bonus to attack and damage rolls with this magical weapon. When you deal hit point damage to an uninjured creature, you can use a bonus action to become invisible until the end of your next turn.

Flask of Courage

Wondrous item, uncommon

This steel hip flask holds a small amount of low quality liquor. As an action, you can take a sip from the hip flask, filling yourself with unnatural courage. For the next 10 minutes you have advantage on saving throws against being frightened. A creature can only benefit from this flask once a day. If a creature drinks from the hip flask twice between long rests, they must succeed on a DC 13 Constitution saving throw or become poisoned for 1 hour. The flask contains enough liquor for five large sips, and refills each dawn.



Fog Juice

Potion, uncommon

When you pour out this jug a swampy fog fills a 40-foot-radius sphere, spreading around corners. The area is heavily obscured for 1 hour or until a wind of moderate or greater speed (at least 10 miles/hour) disperses it.

Fraternal Ring

Ring, uncommon, (requires attunement by a spellcaster)

This silver ring is shaped as two intertwined asps holding a black onyx in their mouths. These rings were created by the Fraternity of Shadows, serving as a symbol of membership. While wearing this ring you can cast the spell *darkness*. You don't need to concentrate on the spell but duration is only 1 minute. Once you use ring, it can't be used again until the following midnight.

Ghoulish Gloves

Wondrous, rare

The leather of these gloves comes from the flayed flesh of a ghoul or ghastr. You gain a +1 bonus to attack and damage rolls with unarmed strikes made with these gloves. You are also immune to Stench trait of ghastrs while wearing these gloves. The gloves have 6 charges. As an action, you can expend a charge and touch a creature with the gloves, strickenning them with necrotic energy. The target must succeed on a DC 14 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. Undead are immune to this effect. The gloves regain 1 charge each dawn.

Goblyn War Paint

Potion, uncommon

Goblyn alchemists brew these crude blue or red body paints, with a key ingredient being the blood of a slain humanoid creature. When you apply this paint to your body, if you aren't wearing armour you increase your AC by 2 for 1 hour. A single vial of paint can easily cover a Medium sized creature.

Grave Robber's Shovel

Wondrous item, uncommon

The shaft of this shovel is black and the blade a dark grey steel. The cutting edge of the shovel's blade is pointed, designed for slicing into soil. You can dig incredibly fast with this shovel, creating a 15-foot-square hole in 1 minute. You can only use the shovel for moving earth, sand, and gravel. Tunnels created with the shovel collapse.

Greatsword of Purity

Weapon (greatsword), legendary (requires attunement by a creature that has never gained a level of corruption)

The blade of this weapon seems to be made of a slightly translucent metal. One such sword is known to be owned by the mistress of the Carnival.

When drawn the weapon sheds silvery dim light in 10-foot radius. You gain a +2 bonus to attack and damage rolls with this magical weapon. When you hit corrupt creature with this weapon (an undead, fiend, or aberrations or creatures with least 1 level of corruption), the target takes an extra 2d6 points of radiant damage.

Heartseeker Spear

Weapon (any spear), very rare

The tip of fire-hardened wooden spear is as sharp as any steel spearhead. You gain a +1 bonus to attack and damage rolls with this magical weapon. When you hit an undead with this magic weapon, that creature takes an extra 2d6 piercing damage. If the target is a vampire with 50 hit points or fewer after taking this damage, it must succeed on a DC 15 Dexterity saving throw or it is staked through the heart. If the attack was a critical hit the vampire has disadvantage on the saving throw.

Hell Scythe

Weapon (scythe), rare

The crescent blade of this scythe appears pitted, chipped, and red with rust. Despite the worn

appearance, this dark-hafted is deceptively sharp. You gain a +1 bonus to attack and damage rolls made with this magic weapon.

When you make an attack a creature with this weapon, you can choose to activate the scythe by screaming its command word, causing the scythe to scream like a thousand souls in torment. The next time you hit with the scythe, it deals an extra 2d8 sonic damage and the target must succeed on DC 15 Constitution saving throw or be permanently deafened. This property can't be used again until the next dawn.

Lash of Stigmata

Weapon (whip), rare (requires attunement by a creature of good alignment)

The end of this whip separates in a series of lashes that end in cruel barbs. Designed for self-flagellation as penance for sins, this weapon strikes deep into the soul of the sinner as well as their flesh. You gain a +1 bonus to attack and damage rolls made with this weapon. If you hit an evil creature with this weapon, the attack deals an extra 1d10 radiant damage, and the target's maximum hit points are reduced by an amount equal to the radiant damage taken. At the end of each long rest, the creature can make a DC 15 Constitution saving throw. On a success, its hit point maximum is restored to normal.

Living Saw

Weapon (great axe), rare

This heavy axe has a saw-toothed blade. As a bonus action, you can speak the axe's command word to cause the serrated teeth to rapidly move across the axe head. While the blade is moving, it deals an extra 1d6 slashing damage to any target it hits. If the target was a creature, it takes an additional 1d8 damage at the start of its turn, as the wound continues to bleed. The teeth move for 1 minute or until you use a bonus action to repeat the command word.

Magician's Top-hat

Wondrous item, uncommon

This silk top-hat can collapse flat. Popular among the stage magicians of Dementlieu, these hats allow even clumsy wizards to feign basic stagecraft. While you are wearing hat, you can use it as a spellcasting focus for your wizard spells. As an action, you can reach into the hat and pull out a small CR 0 beast, such as a dove, chicken, or rabbit. The animal is not under your control, but you have advantage on all checks to control or influence the creature. The



animal remains for 10 minutes, or until you choose to dismiss it on your turn, after which it disappears in a puff of smoke. Up to three animals can be pulled from the hat each day, after which no more animals can be produced until the following dawn

Mirror of Reflecting

Ring, very rare

Reflections in this mirror shows the true appearance of its subjects. The mirror doesn't reflect illusions but it reveals the true form of shapechangers and invisible creatures can be seen in the mirror. Additionally, you have advantage on checks to see through disguises reflected in the mirror. This doesn't reveal the existence of any magical effects, nor details relating to creature type. For example, vampires appear normally in the mirror.

Orb of Augmentation

Wondrous item, very rare (requires attunement by a spellcaster)

This orb was created by sealing the still-living brain of an arcane spellcaster inside a crystal orb. The orb can be used as a spellcasting focus. The orb has 4 charges. When you cast a spell, you can spend one or more charges to increase the level of the spell slot of the spell is being cast, by a number of levels equal to the number of charges spent. This new spell slot must be equal to or lower than your own spell slots, up to a maximum of 5th level. The orb regains 1d4 charges daily at dawn

Pistol of Accuracy

Weapon (any renaissance firearm), rare

Typically pistols produced by master craftsmen in Dementlieu, this simple enchantment can be applied to any firearm. You have a +1 to attack and damage rolls made with this weapon. In addition, you ignore half cover when making ranged attacks with this firearm.

Rapidshot Pistol

Weapon (any renaissance firearm), rare

Contrary to rumours, reloading this pistol doesn't take any less time or skill. Instead, each time it's loaded, this weapon magically doubles the charge and bullet. When you take the Attack action to fire this weapon, if you can make additional attacks on your turn, you can fire this weapon a second time.

Ring of Reversion

Ring, very rare (requires attunement by a cleric)

This ring is a blood red garnet set onto a simple iron band inscribed with ancient runes. You can force a

shapechanged creature to revert to its true form or exorcise a possessing spirit. As an action you touch a creature that is polymorphed, shapechanged, Wild Shaped, or otherwise not in its natural form. The creature must succeed on a DC 16 Wisdom saving throw or return to their true form. If the creature touched is possessing a body that is not its own it must make on a DC 14 Charisma saving throw or the possessing soul is forced from the body. Once the ring has been used, it can't be used again until dawn the following day.

Sacrificial Dagger

Weapon (dagger), very rare (requires attunement)

This ritual bladed weapon is ornate, with a hilt designed for show more than comfort. You gain a +1 bonus to attack and damage rolls with this magical weapon. When you attack an incapacitated creature with fewer than 50 hit points they must succeed on a DC 15 Constitution saving throw or be slain instantly. As a reaction, you can choose to animate the slain creature as a zombie that is permanently under your control. Once a zombie has been created, this power can't be used again until the next sunset.



Scroll of Escape

Scroll, legendary

Reading this scroll takes 10 minutes. If you are interrupted you must begin again. Once you have finished reading the scroll it bursts into flame. Embers and sparks drift up from the scroll, burning a hole in the fabric of reality the size of a door. The portal remains open for 5 minutes before closing. The exact location the portal leads to is seemingly random.

Skeleton Key

Wondrous item, uncommon

This black iron key has a skull-shaped bow and a shaft shaped like a human femur. It magically resizes to fit any lock designed for creatures ranging in size from Tiny to Large. The key has 5 charges. As an action, you can insert the key into a lock and turn, casting the *knock* spell. When you do so, the key audibly cackles and the door creaks loudly as it opens. The key regains 1d3-1 charges each dawn.

Stage Magician's Wand

Wand, common

This smooth, slender black wand is capped with white tips. These simple arcane focuses are popular in Dementlieu and Mordent. While wielding this wand, you know and can cast the *prestidigitation* and *mage hand* cantrips. Intelligence is your spellcasting ability for these spells.

Soul Searcher Medallion

Wondrous item, legendary (requires attunement)

This smoky globe is suspended on a fine, silver chain. This medallion is rumoured to be able to bend the laws of the land and reveal the true nature of people. To use this amulet you must hold it in both hands and focus on a creature or object within 60-feet. The medallion shows the truth as a *true seeing* spell, also revealing the target's alignment, level of corruption, and any spells or curses affecting them. A soul seeker medallion is extremely fragile, and a single hit point of damage will cause it to shatter.

Sphere of Night

Wondrous item, rare

This glass sphere holds a viscous black fluid. The sphere is fragile, and easily breaks when it strikes



a hard surface. If thrown the sphere has a normal range of 20 feet and a long range of 60 feet. When you break the glass a magical darkness spills out, filling a 30-foot radius sphere. The darkness spreads around corners. A creature with darkvision can't see in this darkness, and nonmagical illumination does not function. If any of the darkness overlaps with light created by a spell of 2nd level or lower, the spell that created the light is dispelled.

Sword of Arak

Weapon (longsword), legendary (requires attunement)

The ivory hilt of this sword is carved to resemble a wailing banshee, and the blade is slender, seemingly forged from black mithril. You gain a +2 bonus to attack and damage rolls with this magical sword. While using the sword of Arak you have darkvision out to a range of 90 feet. When you score a critical hit against a creature that has fewer than 50 hit points, it must succeed on a DC 15 Constitution saving throw or be slain.

Curse. Once per day you must help kill a living creature of at least Small size with the sword. Each day the sword's thirst is not quenched you must make a DC 15 Charisma saving throw. On a failure you have disadvantage on all Intelligence, Wisdom, and Charisma checks but gains advantage on Strength and Dexterity checks. You also become possessive of the blade, not wishing to let it out of your sight. If the weapon is taken you will do almost anything to recover it.

Talon Armour

Armour (heavy), common

Specially crafted for the Talons of Vlad Drakov, the armour is stylized to resemble fiendish birds of prey. While you're wearing it you have advantage on Charisma (Intimidate) checks against humanoids.

Talon Bracer

Wondrous item, uncommon

Worn by the Talons of Falkovnia, these bracers are welded shut upon the soldier's initiation. To be removed they gave to be cut off. While wearing these braces you have advantage on saving throws against the charmed and frightened conditions.

Curse. As long as you wear these bracers you are utterly loyal to Vlad Drakov and must succeed at a DC 20 Wisdom saving throw to disobey an order from Drakov or betray Falkovnia.

Wishing Imp

Tiny construct (devil, shapechanger), chaotic evil

Armour Class 13

Hit Points 14 (4d4 + 4)

Speed 20 ft., fly 30 ft.

Str	Dex	Con	Int	Wis	Cha
6 (-2)	17 (+3)	13 (+1)	12 (+1)	17 (+3)	16 (+3)

Skills Deception +5, Insight +6, Persuasion +5

Damage Resistances cold

Damage Immunities fire, poison; bludgeoning, piercing, and slashing from nonmagical weapons that aren't stone

Condition Immunities exhaustion, paralyzed, poisoned, petrified

Senses darkvision 90 ft., passive Perception 13

Languages telepathy 60 ft.

Challenge 1 (200 XP)

Fiendish Sight. Magical darkness doesn't impede the wishing imp's darkvision.

Magic Resistance. The imp has advantage on saving throws against spells and other magical effects.

Statuesque. While the wishing imp remains motionless, it's indistinguishable from a small inanimate statue.

Actions

Sting. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6(1d6 + 3) piercing damage, and the target must make on a DC 13 Constitution saving throw, taking 7 (3d4) poison damage on a failed save, or half as much damage on a successful one.

Invisibility. The wishing imp turns invisible until it attacks or until its concentration ends (as if concentrating on a spell).

Wishes. The wishing imp can cast the *wish* spell once per day. The imp can't cast this on their own, and requires their owner to explicitly make a wish, and the owner must state their wish while within 60-feet of the wishing imp.

The Wishing Imp

Wondrous item, legendary (requires attunement)

This 1-foot-tall black stone statue is carved in the shape of a cherub with batlike wings, small horns, and a barbed tail. Despite its appearance, the wishing imp is an intelligent and malevolent creature. The imp bonds with its owner, offering wishes. However, the imp always tries to test and distort the result of the wish, regardless of the wording. The imp always reminds it's owner that the harm caused by a wish can be fixed by the next day's wish.

Curse. Once you gave attuned to the wishing imp and it has taken you as its master you can only get rid of the imp by giving or selling it to another creature. The full truth of the imp must be explained prior

and the creature must willingly accept the imp. If you try to get rid of the imp by other means it always reappears among your belongings. Death is the only other release.

Witchfinder Compass

Wondrous Item, very rare

This large glass compass is mounted to a square wooden board. The iron needle spins erratically, not being drawn north. To use the compass you must hold it up for 1 minutes while standing still, allowing the compass' divination magic to find the nearest witch. Once activated, the compass locates the nearest individual within 5 miles who has either the Prepared or Innate Spellcasting trait and identifies as female. The needle points directly towards located witch for the next hour or the compass is moved within 100 feet of the witch, after which the needle begins to spin randomly again. If you try to use the compass within 100 feet of a female spellcaster, it instead detects the nearest witch that is more than 100 feet away.

Wolf's Head Amulet, Silver

Wondrous item, rare (requires attunement)

This amulet bear an image of a wild beast wrapped in chains. While wearing this amulet you can't use the shapechanger trait gained from lycanthropy, and if infected with the curse of lycanthropy you don't change shape during a full moon.

Wolf's Head Amulet, Ivory

Wondrous item, rare (requires attunement)

This amulet bear an image of a wild beast wrapped in chains. Attuning to the amulet curses you until you are targeted by the *remove curse* spell or similar magic: removing the amulet fails to end the curse. While cursed you become a were beast during periods of the full moon, as if you were infected with the curse of lycanthropy.

Wolfspaw

Wondrous Item, common

This simple peasant's charm is the paw of a wolf stuffed with wolfsbane and hanging from a leather thong. Wolves, wild dogs, and other canines must make a DC 15 Wisdom saving throw to move closer than 10 feet from you. Supernatural canines such as werewolves and vampires in the form of a wolf have advantage on the saving throw. A wolfspaw dries out quickly and ceases to function after 7 days.



Zombie Blood

Potion, rare

This potion looks putrid and foul but is actually odourless and tasteless. To use this potion, you must mix it into a beverage and stir it with your finger. The creature who drinks the potion must succeed at a DC 16 Wisdom saving throw or becomes charmed by you for 1 day. While the creature is charmed, the creature is effectively a living zombie under your control. If forced into combat, the creature uses the zombie stat block. The creature obeys your commands to the best of its abilities, but is limited to simple actions with no more than two or three steps. If the creature completes its task and doesn't receive further instructions, it defends itself to the best of its ability and is allowed to make a new saving throw against the effect at the end of its turn.

Artifacts

Some magical items in the Mists are unique and exceptionally powerful.

Apparatus of the Alchemist

Wondrous Item, artifact

This glass and magic device is 30-feet-tall and 20-feet-wide at its base. The central glass globe is 15-foot-tall glass and topped by a network of cold iron rings. The globe rests upon a tripod of wood and steel that elevates it 15-feet from the ground. Inside the globe is a spinning ball of sulphur. Two smaller spherical glass chambers are suspended below the large central globe, connected to the central globe with a curving steel tube. These two smaller globes are 5-feet-tall, with a trapdoor in the bottom permitting a Medium sized or smaller creature access to the inside of the glass chamber. The twin globes are linked by a thin hourglass-like neck. A series of smaller glass spheres ring the base of the tripod, linked together by thin glass tubes. A series of wires and plates connects the circle of spheres to the two human-sized glass chambers.

The *Apparatus of the Alchemist* requires lightning to charge itself. Electricity is focused through the metal rings into the central globe where it's converted into magical force. For every 15 points of lightning damage the *Apparatus* absorbs it gains a charge. The *Apparatus* can hold a maximum of 15 charges, but the energy of charges fades over time and it loses 1 charge every 10 minutes.

Transpossession. You can use the *Apparatus* to swap your mind with that of another creature. The target creature must occupy one of the glass chambers while you stand in the other. When the

Apparatus is activated it consumes 10 charges and you and the other creature fall unconscious for 1d4 x 10 minutes. Your game statistics are replaced by the statistics of the creature, though you retain your alignment and your Intelligence, Wisdom, and Charisma scores. You retain the benefit of your own class features. If the target has any class levels, you can't use any of its class features.

Division. You can split a creature into two using the *Apparatus*, dividing it based on its personality. Activating the *Apparatus* consumes 12 charges and requires a *rod of Rastinon*. The target creature must occupy one of the glass chambers. A moment later an exact physical duplicate of the creature appears in the unoccupied chamber. Both typically have identical game statistics but have different alignments and personalities. Both have the same bond and ideas, but approach these differently; each has one of the original's personality traits but only one has the original's flaw.

A creature divided by the *Apparatus* commonly separates based on alignment, splitting into a good half and an evil half or a lawful half and chaotic half. Other variations are possible just as a multiclass character splitting along class lines, a werewolf becoming a wolf and a human, or a half-elf becoming an elf and a human.

Fusion. The *Apparatus* can rejoin a creature it has divided, restoring it to what it was. Activating the *Apparatus* consumes 10 charges and requires a *rod of Rastinon*. The target creatures must be in opposite chambers. A moment after activation, the creatures are rejoined and only a single creature remains. The creature uses their original game statistics and remembers everything done and experienced by both. Any negative effects and conditions that affected one, such as poison, now affect the combined creature. If experience was gained while divided, the rejoined creature uses the higher total.

It's theoretically possible to fuse two normal subjects into a unique whole. This aggregate being uses the higher level of the two and the highest of each of its Strength, Constitution, and Dexterity ability scores. The new body might retain a combination of all racial traits, or some unique combination. The minds of the two creatures might be merged into a single entity, in which case the creature possesses the higher of the Intelligence, Wisdom, and Charisma ability scores. Alternatively, the souls might be independent, with a dominant mind controlling the body. In this situation the two minds retain their Intelligence, Wisdom, and Charisma scores, and engage in a contest of wills for control of the body, making opposed Wisdom checks to assume control.

Apparatus, Rod of Rastinon

Rod, rare

A crystal shaft 2-feet-long and half-an-inch in diameter. Silver sparks flicker and quietly crackle inside the rod. This transforming crystal is the key to using some of the features of the *Apparatus of the Alchemist*. No other use has been discovered.

Fang of the Nosferatu

Weapon (dagger), artifact (requires attunement)

Flowing symbols are etched along the blade of this dagger, the grooves filled with ruby dust giving the appearance of being written in blood. A ruby is mounted in the pommel and the hilt is wrapped in unusual leather, thought to be the hide of some unnatural aberration. You gain a +3 bonus to attack and damage rolls with this dagger. It has the following additional properties.

Blood Drinker. When you deal damage to a living creature with this dagger you regain 1d4 hit points. The fang grows thirsty if it doesn't drink blood. Each point of damage it inflicts satisfies its thirst for 1 day, but it can't remain satiated for longer than 7 days. Animal blood can delay this hunger but once each month the *fang of the nosferatu* must kill a sentient creature with an Intelligence score of 7 or higher.

Vampiric Shapechanging. As an action you can polymorph into a Tiny bat or a Medium wolf, or back into your true form. Your statistics, other than size and speed, are unchanged. While in bat form, you can't speak, your walking speed is 5 feet, and you have a flying speed of 30 feet. While in wolf form, you can't speak, your walking speed is 40 feet. Anything you are wearing transforms with you, but nothing you are carrying does. You revert to your true form if you die.

Invulnerability. If you kill an intelligent humanoid creature each night for 6 nights the weapon it grants you invulnerability. You gain immunity to damage from non-magical weapons and resistance to all damage from magical sources. While in possession of the weapon you regain 15 hit points at the start of your turn. You only die if you start your turn with 0 hit points and don't possess the weapon. You also cease aging and suffer no further penalties from old age or magical aging effects.

These effects last for the next 13 years. During this period the *fang of the nosferatu* can't be attuned to another creature.

Sentient. The *fang of the nosferatu* is a sentient chaotic evil weapon with an Intelligence of 17, a Wisdom of 8, and a Charisma of 12. It has hearing and darkvision out to a range of 120 feet.

The weapon knows the emotions of any creature it touches and can telepathically communicate with its wielder. It speaks in a whisper, cajoling and coercing them to violence to sate its thirst. While you are attuned to it, the *fang of the nosferatu* understands every language you know.

Personality. The *fang of the nosferatu* has little personality of its own beyond its eternal hunger, being little more than a cruel predator. It enjoys the pain and fear it inflicts, and telepathically shares those emotions with its master, channelling the last feelings of its victim to you. The weapon is happiest when its user shares its sadistic joy of inflicting suffering.

Curse. If the *fang of the nosferatu* is not kept fed it draws life from you. Each day the weapon does not inflict 1 point of damage on a living creature your hit point maximum is reduced by 1d4. These hit points can't be regained by any means until the *fang of the nosferatu* is fed. This drain happens even if you are not in possession of the weapon.





Chapter IX: Campaign Options

All RAVENLOFT campaigns have some element of horror, whether the heroes are brave monster hunters or fearful commoners just trying to survive. This chapter contains variant rules as well as new rule optional to add to your game.

Adventuring Options

This section provides optional rules to add to your campaign to customize the tone of your game.

Dark Inspiration

When an adventurer has an instance of good luck, the Dark Powers follow this will ill fortune, balancing the scales of fate.

This option allows the Dungeon Master to gain inspiration. When a player spends inspiration to gain advantage you gain inspiration. Like players, you can only have a single instance of inspiration.

You can expend your inspiration to grant a creature advantage on an attack roll, saving throw, or

ability check. You can also expand your inspiration to give a creature disadvantage an attack roll, saving throw, or ability check. However, you can't use your inspiration to impose disadvantage on a roll where a player is spending inspiration to gain advantage.

Dread

This optional rules adds random tension through a growing dice pool. It is well suited to horror campaigns, but also works well for adventures when extra tension is desired, such as exploring a hazardous location or a formal ball with dangerous nobles.

Characters gain a pool of additional dice, known as their dread pool. This represents a character's stress and adrenaline, which builds over time and allows the character to succeed when they would otherwise fail but continually threatens to overwhelm the character's self-control.

Once per turn, when a character rolls an ability check, attack roll, or saving throw and doesn't

succeed, they can add a d6 to their dread pool, rolling the die adding the result to the check. This d6 remains in that character's dread pool until removed. Characters can have multiple d6 in their dread pool, and roll the entire pool whenever they make an ability check, attack roll, or saving throw, adding the results of a single d6 roll of their choice to that check.

Panicking

Whenever a character rolls their dread pool and one of those d6s rolls a "1" that character panics for a number of rounds equal to the total number of dice in their dread pool. After they are finished panicking, a character's dread pool is halved, to a minimum of 1.

Panic is Infectious. Each creature who sees the character panic increases their dread pool by one.

Calming Panic. As an action, a creature can attempt to calm the panicking character, reducing the duration of their panic by 1 round.

Exactly how the character panics is generally left to their player. The character might become frightened, even if they are normally immune to being frightened, fleeing from the source of their fear. Or they might hesitate or freeze, cowering or even becoming catatonic. They might lash out wildly, attacking in all directions without concern for allies or innocent bystanders.

If the Dungeon Master rules that the player is not accurately portraying their character's panic, they can propose an alternate reaction or impose a penalty.

Removing Dread

A character's adrenaline slowly returns to normal after relaxing or spending time in a stress-free environment.

Calm Environment. Spending an hour in a safe and calm location reduces a character's dread pool by 1.

Short Rest. A character's dread pool is reduced by 1 at the end of each short rest. This stacks with the reduction from a calm environment.

Long Rest. A character's dread pool is reduced to 0 at the end of each long rest

Outcasts

Communities in the Mists tend to be isolated and insular, fearful of outsiders and the unusual, especially inhuman races. This is reflected in the outcast optional rule.

When dealing with someone who views you with suspicion or fear, you don't add your proficiency bonus to Charisma checks with them, other than Intimidation.

The most common outcasts are demihuman races such as elves and caliban. In isolated lands,

all travellers or foreigners might be outcasts. But in some lands arcane magic users or Vistani might be outcasts. In communities that have been tricked or swindled by false heroes, all adventurers might be outcasts.

Altered Magic

The forces of magic are subtly altered by the Dark Powers, twisting and changing the effects of spells and magic items or imposing limits.

Divination

The Mists cloud even the future, and attempts at divination can be hazardous. Attempts to discern the most beneficial course of action are often vague, while divinations based on morality automatically fail.

The Dark Powers have influence over what can be gleaned of the future, and are often purposely misleading or subject to personal interpretation. However, spells will still never give outright false information: if a response can't be vague or cryptic, then the attempt simply fails. Spells such as *arcane eye* carry additional risks: creatures might be able to detect the attempt, and attempt to use powers that require sight, such as gaze attacks.

The Vistani are a notable exception to the restrictions on divination. Vistani who possess the Sight are unhindered by the restrictions placed on others. However, Vistani can never divine their own personal futures. It's said hags can also pierce the veil of the future, but dealing with those creatures is fraught with danger.

All attempts to use divination to determine the moral alignment or true nature of a creature fail. Details of creature's nature (such as their race, type, or origin) can't be discerned through any spell or ability. Sometimes the attempt fails obviously (or spectacularly), while other times the result is whatever would be most beneficial to the target, such as a divination revealing a vampire as a mortal or an elf as human.

Domain Borders

No spell, ability, or effect can affect a domain's closed border in any way. If the border is closed nothing can cross the border or affect anything on the other side. A closed border can't be crossed using mortal magic: no form of teleportation magic will allow someone to escape from a sealed domain, and magically flying over a closed border will fail. Sometimes the magic just ceases to work but other times it fails spectacularly with deadly consequences.

Additionally no powers, abilities, or rituals can

cross the Misty Border. Abilities function normally between open borders of adjacent domains but not between domains separated by the Mists, even if there is a Mistway. A character could cast a spell across an open border but not through the Mists.

Magic Rating

Not every land has the same level of magical capacity. In some areas there is simply less ambient magical energy, and casting more potent spells is difficult. Other sites are infused with powerful magical energies allowing spells to flow freely.

Locations can have a magic rating, ranging from 1 to 6. In the Mists, most lands have a base magic rating of 3, but other worlds have a magic rating of 5. In order to use a spell slot equal to or higher than 4 + the magic rating you must make a DC 13 ability check, using your spellcasting ability score.

Magic ratings of 6 are rare. In places where the magic rating is 6, a spellcaster can regain one 1st or 2nd level spell slot after a short rest. There might be other effects such as certain spells having a longer duration, dealing maximum damage, or ignoring resistance.

An area's magic rating can vary depending on the type of magic. Some areas might be tied to particular schools of magic, such as illusion, or an energy type, such as fire. An ancient crypt serving as the lair of a monster might have a magic rating of 3 (5 necromancy).

Planar Travel

Only the border realms are accessible within the Demiplane of Dread: distant planar travel is not possible. Creatures can travel to the border ethereal or the local Shadowfell or Feywild, but all attempts to journey to the Astral Plane or reach the Outer Planes automatically fail.

The reverse is not true. It's possible to enter the Mists from other worlds. Portals and gateways function normally inward, but they're strictly one-way. Gateways can be opened to the Outer Planes that allow creatures to be brought into the Mists, but their return is not guaranteed.

Resurrection

While many of the dead don't rest easily, souls that have passed beyond the Land of the Mists are not easily reachable. Even the most powerful of magics can sometimes fail to restore a soul, and the journey from death to life is arduous.

In RAVENLOFT, spells like *raise dead* require the creature being restored to life to make a DC 13 Constitution saving throw check. Failure by 4 or less

means the process was traumatic but successful. The restored creature might gain a madness, develop a flaw or dark shadow, experience a personality shift, or have permanently scarred from their fatal wounds. Failure by 5 or more means the soul did not fully return and the creature was only partially raised, returning as an undead creature.

The difficulty of this saving increases by 1 for each prior time the creature has been resurrected.

Curses

In the Mists, cries for vengeance or justice are sometimes answered. Passion and anger can draw the attention of the Dark Powers, who may respond to dark thoughts and words as they do to foul deeds.

Any intelligent creature can be cursed or invoke a curse, from a high level paladin to a lowly stable boy. Monsters and beasts are typically immune to curses, but are also unlikely to curse other creatures. The Dark Power typically respond when there is an imbalance in power; victims who have the ability to enact their own revenge or justice seldom see their curses take effect.

The Vistani are known for their curses, which are frequently realized. It's unknown if the Dark Powers pay special attention to the Vistani or if the Vistani themselves have a supernatural ability to enact their own curses.

The Dark Powers only enact a small percentage of curses. Whether a curse takes effect or is ignored should be determined by the Dungeon Master based on whether a curse would be appropriate for the story or not. If random chance is desired, the character can make a Charisma check to see if they attract the Dark Powers attention. The DM should set the DC but it should be around DC 20 (lower for Vistani). If the curse is emotionally charged or the invoker desires justice (such as a death curse) the invoker might have advantage on the check or the DC could be reduced to 15. In special cases of gross injustice and strong emotions the DC might be lowered and the invoker granted advantage.

Curses should be aimed at the action of the character, not the player, and should never be used by the Dungeon Master to punish players for misbehaving. It's also preferable for curses to be reactive, crafted in response to actions rather than initiating a story. You should never set out to curse a character.

Removing a Curses

Removing a curse can be difficult, as the Dark Powers don't forgive or easily let someone escape their justice.

Escape Clause

Almost all curses have an escape clause: a conditional statement that allows the curse to be lifted upon completion. Very rare is the curse without any escape clause or limits.

Escape clauses range from a single deed to a daunting and prolonged quest. Once the task is completed, the curse is instantly lifted and all its negative effects are removed. For example, an escape clause might be as simple and plain as “until you climb the highest peak in the land” or as vague and prolonged “until you perform one hundred truly noble deeds.”

Other escape clauses may require continued behaviour; so long as the condition is upheld, the curse is in remission and the victim suffers no ill effects; the curse returns the instant the behaviour stops. The escape clause “while you speak with your sword” might mean the victim is not cursed as long as they attempt peaceful resolution before violence. Or the curse might just apply to all attempts at violence, regardless if they were preceded by diplomacy.

Escapes clauses can be poetic, possibly even metaphorical. There might be a specifically intended meaning or interpretation to the metaphor or there might be multiple solutions that allow any reasonable attempt to lift the curse. Vague escape clauses might offer loopholes that can be exploited. The fighter cursed with the clause “while you speak with your sword” might find the negative effects sidestepped if he uses an axe. Or not.

Curses can also have a set duration. This is a variant escape clause, but there is typically no way to end the curse early. The traditional length of time is “a year and a day.” Time limits are sometimes paired with continued behaviour, especially if the duration is short.

Magic

Spells such as *remove curse* or *break enchantment* typically can't lift a curse that has been placed by the Dark Powers, especially if the curse has an escape clause. Magical methods of removing curses simply suppress the curse for a number of days equal to the level of the spell slot used to cast the spell. More powerful magic like a *wish* spell may permanently lift a curse whether it has a worded escape clause or not.

Curses without an escape clause can be lifted as normal.

Lifting a Curse

A curse can be lifted by its invoker at any time. They must be willing to do so and not subject to bribery, duress, or enchantments (reparations being different than bribery).

Only the individual who laid the curse can revoke it. The invoker must be alive to lift the curse. Magic, such as the *speak with dead* spell, can't be used. Spirits and other undead can't typically lift curses, although there are exceptions, especially if the curse is preventing a ghost from crossing into the afterlife.

The Vistani are a noteworthy exception, as any member of the same family can lift a curse; however the Vistani will seldom do so without just cause.

Designing Curses

When designing a curse, pains should be made to keep it dramatic, being atmospheric and reflecting the original offence.

Good curses should hinder the victim but not immediately remove them from the game, making a character unplayable. It's preferable for curses to have an escape clause, preferably one with multiple options that encourage creativity.

Spoken curses should avoid mentioning game mechanics and terms. They need not be poetic (although that's nice) but should be more than just someone shouting, “I curse you!” If improvisation is not a strong suit, having the curse spoken in another language is an option, offering more time to pen the actual phrase. Similarly, the mechanical effect might affect the character slowly over a period of time. But there should be some immediate sensation such as a cold wind blowing over the creature or a chill running down their spine.

Sample Curses

Below are some sample curses to use in your game.

Hunger

“Flesh and fat and meat be gone. Feel a hunger to the bone.”

The cursed creature can only go a single day without adequate food before they begin to suffer exhaustion and must consume three times the normal amount each day: three pounds of food and three gallons of water. This increases for each level of exhaustion they possess. For example, a creature with two levels of exhaustion must consume five times the normal food and drink.

Madness

“May you feel the legs of spiders crawling on your brain, an infirmity that cannot be scratched away.”

The cursed creature gain an indefinite madness that can't be cured until the curse is lifted.

Misfortune

“Just when you think you have found success, you will experience ill luck's caress.”

Once per day when the cursed creature succeeds on an ability check, saving throw, or attack roll with neither advantage nor disadvantage they must roll again and take the lower result.

Weakness

"Your strength is a mirage that fades from sight leaving you devoid of all of your might."

The cursed creature has disadvantage on any ability check, saving throw, or attack roll that uses Strength, has half the normal carrying capacity, and all weapon damage based on Strength is halved.

Vengeance

"Your days grow short and nights grow long. Vengeance will soon be mine."

After each long rest the cursed creature must make a DC 15 Constitution saving throw. On a failure, their current and maximum hit points are reduced by 5. These hit points can't be regained until the curse is lifted.

Dark Powers Checks

Those who commit evil deeds are blessed and cursed by the Dark Powers: the enigmatic forces that hold sway over the Land of the Mists. When someone commits an evil or questionable act there is a random chance the Dark Powers are watching and will respond.

Making Checks

Whenever a character knowingly performs an evil deed you can ask the character to make a Dark Powers check. On a failed check, they have attracted the attention of the Dark Powers and gain 1 level of corruption. On a successful check, the character has escaped the notice of the Dark Powers (or the Dark Powers have just ignored the action for some ineffable reason). No ability or feature can modify this roll or allow the d20 to be rerolled.

A typically Dark Powers is DC 3, but you can increase or decrease the DC of the Dark Powers check based on the nature of the act, considering factors such as the motive of the character, the alignment of the victim, and the number of victims. If the victim of the crime was evil the DM can reduce the DC by 1 and if they were inhuman the DC can be reduced by 2. If the victim was good or a true innocent the DC can be increased by 1 or 2. Committing numerous small crime or evil acts that individually did not warranted a Dark Powers check might increase the DC when the character finally crosses the line. Similarly, if a character commits a series of related evil actions they only roll a single check at a higher DC.

The Dark Powers are more likely to respond to deliberately evil actions, being less interested in unthinking or casual evil. If the creature acted rashly or had good intentions the DM can rule they have a advantage on the check, while if they acted for purely selfish reasons or the crime was premeditated they might gave disadvantage. A creature acting against their nature might also have disadvantage on the check.

You are the arbiter of what is and is not worthy of a check. Only truly evil acts call for a check: immoral, cowardly, or spiteful acts might not necessarily be evil and unworthy of a check. The frequency of Dark Powers checks is dependent on the tone of the campaign. A story emphasizing the continual struggle against evil or the inevitable fall into darkness benefits from more frequent power checks, but a heroic campaign of brave monster hunters might overlook morally grey actions done in the greater good.

Corruption

When a creature fails a Dark Powers check they become corrupted, gaining 1 level of corruption. Corruption can manifest in multiple different ways depending on the crimes of the creature. The type of crime determines the eventual benefits and curses that accompany the Dark Powers' attention.

Crimes

Evil acts can be loosely divided into one of four categories.

Betrayal. These are typically crimes against a person or organization. Betrayal results in social corruption. These include revealing deep secrets, perjury, character assassination, gas-lighting, or selling-out an ally.

Blasphemy. These are crimes against a faith or a god. Committing blasphemy leads to spiritual corruption. Examples include violating a tenet, breaking an oath, grave robbing, defacing a holy item, and defiling a holy site.

Dark Magic. These are violations of the natural order. Practicing dark magic leads to mental corruption. Examples are laying a curse, raising the dead, allying with evil creatures, using dark rituals, creating the undead, or the use of an evil artifact.

Violence. These are crimes against a person. Acts of violence lead to physical corruption. Examples include bullying, extortion, assault, torture, and murder.

Mental Corruption

Tainting of the mind is the result of dark magic. This is incurable mental deviation is beyond mere madness.

Design Note: When to Roll

When to make a Dark Powers check is a matter of personal taste. “Does this warrant a Powers check?” is a frequent message boards question. In the end, the best answer is “what do you think?”

Dark Powers checks are meant to create drama and introduce moral consequences to the game. They are not meant to be used as a threat to keep troublesome players in line. Instead they should set the mood and reinforce the themes of the campaign.

The morality of adventurers is a topic beyond a single sidebar, with many contrasting opinions. Some people believe that killing orc children is good, as orcs are “chaotic evil”, but others view the murder of any child as an evil action. Similarly, looting the dead is hard to adjudicate, as so much of the game is predicated on killing monsters and taking their stuff. It's very possible for the DM and a player to have opposing views on what is evil and what is good, and Dark Powers checks shouldn't be used as a way for the Dungeon Master to impose their morality on the players.

Hard rules for Dark Powers checks are tricky as not every game is the same and not every DM wants the same focus on corruption. There can also be moments of silliness when something that is not evil triggers a Powers check. For example, a rule that casting a necromancy spells call for a check means a character might gain corruption for casting *gentle repose* or *spare the dying*.

Firm rules also leaves the system open for abuse. Thematically, the benefits of a single failed Powers check outweigh the costs because they are a temptation, but this also makes it a temptation: players seeking more abilities for their character are incentivized to sin a little, to get the first stage or two of corruption.

The corrupted creature can gain an understanding of forbidden knowledge as the Dark Powers open the brain's many locked doors. There is the possibility of a devious intelligence, unrestrained by morality and decency. Or the madness, could be all-consuming: the corrupted creature's mind is free but random, moving chaotically between ideas and possibilities without the grounding force of reality.

Physical Corruption

Physical corruption alters the body. This type of corruption is obvious and apparent: there is little subtle about physical corruption.

Physical corruption can increase physical strength at the cost of agility or mental ability, changing the corrupted creature into a dim-witted brute. Alternatively, physical corruption can make a creature quick and agile, but frail. Agile corrupted creatures tend to be more impulsive, lacking caution and common sense.

Social Corruption

Social corruption affects the personality and interpersonal abilities of the corrupted creature. While not obviously physically deformed, there might be some inhuman features and telltale traits that reveal their depravity.

The socially corrupt often excel at lies and deception, being preternaturally charming or always knowing the right thing to say. The corrupted might have unnatural abilities and powers that affect or influence others. Or the corrupted creature might be socially awkward and repulsive, repugnant to be around as their mannerisms betray their inhumanity.

Spiritual Corruption

Repeated blasphemy results in the befouling of the soul. This is more than mere damnation -which all failed Powers checks lead to- but a total and almost infectious blackening of the spirit.

A creature with a corrupted spirit quickly forgets the difference between right and wrong. This immorality is paired with preternatural sight and wisdom. In contrast, a spiritually dead creature is dull and poorly motivated, yet relentless when pursuing their single-minded goal.

Stages of Darkness

As a creature gains levels of corruption they advance through the stages of darkness. The curses and dark gifts bestowed upon the creature depend on their stage.

Innocent. This is a rare stage. Not only has the creature never failed a Dark Powers check, but they have never done anything to warrant one. Often the creature has never been exposed to horror. Most adults lost their innocent not far into their adolescence.

Pure. The creature has never failed a Dark Powers check. However, they may have done something worthy of a Dark Powers check.

Redeemed. The character has failed a Dark Powers check but managed to reduce their level of

corruption to 0, cleansing their soul. However, the creature will never be Pure again.

Corruption

Corruption Level	Stage
-	Innocent
0	Pure or Redeemed
1	The Caress
2	The Enticement
3	The Invitation
4	The Embrace
5	The Descent

The Caress. The creature's soul is stained but they have not truly fallen to darkness, nor have they been overly cursed.

The Enticement. The Dark Powers have given the creature a significant reward for their actions along with an increased penalty.

The Invitation. The creature's gift increases as the Dark Powers offer a great boon, but the cost is much higher and apparent. A little piece of their humanity is lost.

The Embrace. Well on their way to true darkness, the creature is now much more than human, capable of inhuman feats. Sometimes this supernatural nature is apparent, but other times it's veiled. Regardless, a normal life is impossible for the creature's appetites or abilities are too monstrous.

The Descent. The creature is lost to darkness, as their soul is irrevocably tainted and they have become a member of the legion of the night. The creature's alignment becomes evil and the DM might take control of the character.

Redemption

Corruption is difficult to remove but not impossible, and damnation is not a certainty. Although, recovering from corruption takes time and effort, and the Dark Powers may subtly guide the creature back to darkness.

To cleanse the soul, a creature must encounter a situation similar to the one where they chose to commit the evil act, only this time they must willingly choose a different course of actions. If this is done a number of times equal to 1 + the creature's current level of corruption, their corruption level decreases by 1 level. Sometimes the Dark Powers don't lightly release a pawn, and the creature must reroll the Dark Powers check to reduce their corruption level.

Act of Ultimate Darkness

Some deeds are so monstrous that they can't fail to attract the attention of the Dark Powers. These are deeds so unforgivable that they forever stain the soul.



These are Acts of Ultimate Darkness.

Acts of Ultimate Darkness are unquestionably evil, often involving an innocent or a family member. The action should also be so heinous that is difficult if not outright impossible to make reparations, making redemption unlikely. The crime is not easily described by one of the four types, fitting into two or more categories. Failing a Dark Powers check by 10 or more is also considered an Act of Ultimate Darkness.

If a character ever commits an Act of Ultimate Darkness they're forever touched by the Dark Powers. They can never lower their level of corruption below 2. If a character ever commits an Acts of Ultimate Darkness their alignment becomes evil and the DM should take control of the character.

Darklords

To become a darklord, a creature must gain a 5th level of corruption through an Act of Ultimate Darkness. There are no darklords of minor crimes or who have committed a multitude of small sins.

Although each darklord is a unique creature, most gain some standard powers.

Immunities. The darklord is resistant to magical effects and conditions with a permanent duration, such as curses or spells. Once every year they can reroll the saving throw, ending the effect on a success.

Legendary Creature. The darklord is becomes a legendary creature and gains 3 legendary actions. If already a legendary creature, the darklord gains an additional legendary action to a maximum of 4.

Legendary Resistance (2/Day). If the darklord fails a saving throw, it can choose to succeed instead.

Lord of the Land. The domain reshapes itself to match the temperament and personality of its lord. The darklord can't leave their domain and is trapped within its borders. The entire domain is considered the darklord's lair (although some darklords have a seat of power with additional abilities).

Persistence. Time has little impact on darklords. Most darklords cease to age entirely, while others appear to age at half the normal speed but suffering none of the penalties associated with old age.

Lair Actions

On initiative count 20 (losing initiative ties) the darklord takes a lair action to cause one of the following effects:

- ◇ **Close Borders.** Magical barriers encircle the borders of the domain, keeping all creatures from departing the land. No mortal magic can pierce a closed domain border. The exact form of the barrier depends on the personality of the darklord. The borders remain closed so long as the darklord maintains concentration, as if they were concentrating on a spell.
- ◇ **Sense Disruption.** The darklords senses any disruption to their land, such as those created by a paladin or the reality wrinkle of a fiend or celestial.

Paths of Corruption

When a creature gains corruption they progress along a Path of Corruption. Each Path gives the creature a new flaw and various effects based on the level of corruption. Creatures suffer the effects of their current level and all lower levels.

Below are several sample Paths of Corruption. These can be customized as needed, and you can make your own paths for your players.

Path of the Brute

Bullies, thugs and those who take pleasure from hurting others often find themselves on this path. It results from crimes of aggression, turning the corrupted creature into a hulking, inhuman monster.

Flaw. *"While angry, I find it harder to think clearly."*

Level 1. You can gain advantage on a Strength check or saving throw, but have disadvantage on Dexterity ability checks and saving throws for 1 minute. Once you use this ability you must complete a short or long rest before you can use it again.

Level 2. When making an attack with melee weapon you treat damage rolls of 1 as a 2. When you deal damage with melee weapon you have disadvantage on Wisdom ability checks and saving throws until the end of your next turn.

Level 3. You increase your reach by 5 feet but you take a -5 penalty to Dexterity (Stealth) checks and Intelligence ability checks and saving throws.

Level 4. When you take damage greater than your Strength score in a single turn you must make a DC 15 Wisdom saving throw or become enraged. While enraged you deal an extra 2d6 damage with each melee attack. If you end your turn within 60 feet of another creature and have not taken the Attack action you take 10 (3d6) psychic damage. You can repeat the Wisdom saving throw at the end of each of your turns, ending the effect on a success.

Level 5. You become a massive hulking beast like an ogre or troll.

Path of the Coward

While violent crimes lead to this path, they are acts of subtle violence, less clumsy and overt. Thieves, muggers and assassins can find themselves on this path, and the Dark Powers reward their pragmatism with swift movement but weakness and frailty.

Flaw. *"My hands tremble during a fair fight."*

Level 1. You gain proficiency in the Stealth skill for 1 minute. If you are already proficient you add double your proficiency bonus on Dexterity (Stealth) checks. While using this ability can't take the Attack action. Once you use this ability you must complete a short rest before you can use it again.

Level 2. When you make a Dexterity saving throw roll 1d6 and add the result to the saving throw. You suffer a -2 penalty on all damage rolls with melee weapons.

Level 3. When you take damage from a creature within 10 feet of you, your speed increases by 10 feet until the end of your next turn. You have disadvantage on all saving throws against the frightened condition.

Level 4. When you hit a blinded or incapacitated creature you deal maximum damage, but you have disadvantage on all attack rolls made against creatures not suffering from any conditions.

Level 5. You become a sneaking creature like a wererat or ettercap.

Path of the Lunatic

The result of crimes against the natural order of the world, those on this Path find their minds shattered from dealing with the unnatural, especially those who seek knowledge that was not meant to be known. Those who consort with aberrations or raise undead often find themselves on the path of the lunatic.



Flaw. “My mind wanders and thoughts come in random bursts.”

Level 1. You have advantage on saving throws against the charmed condition. After moments of stress, such as the end of combat, you must make a DC 10 Intelligence saving throw or gain a short-term madness.

Level 2. You can babble as an action. Creatures that hear you and understand your language must make a DC 13 Intelligence saving throw or become frightened of you for 1 minute. Once you use this ability you must complete a long rest before you can use it again. You also have disadvantage on all initiative checks.

Level 3. You no longer need to sleep and can't be magically put to sleep. Instead, you meditate for 4 hours each day. After meditating, you gain the same benefit that a normal human does from 8 hours of sleep. However, the madness you gain after stressful situations becomes a long-term madness.

Level 4. You are immune to the charmed and frightened conditions, but you gain vulnerability to psychic damage and an indefinite madness.

Level 5. You become incurably insane, gaining a new long-term madness at each dawn and randomly swapping your personality traits after each long rest.

Path of the Mastermind

The result of crimes of betrayal, this path is followed by those who use people for personal gain. Those on this path often treat others as tools, viewing people as something to be used then discarded. As creatures progress along this path their physical form begins to fade, until they can only act through others.

Flaw. “When I do things for myself I feel weak and lethargic”

Level 1. You know the *friends* cantrip. Charisma is your spellcasting ability for this cantrip. After you use this ability you have disadvantage on attack rolls for 1 minute.

Level 2. When a creature you can see targets you with an attack, you can use your reaction to have the attack instead target a creature within 5 feet of you. Once you have used this ability, you can't use it again until you complete a short rest. After you have use this ability, creatures gain resistance to your attacks for 1 minute.

Level 3. You become partially incorporeal for 1 minute. While incorporeal you can move through solid objects as if they were difficult terrain and gain resistance to damage from nonmagical sources. Once you have used this ability, you cannot use it again until you complete a long rest. Creatures within 5 feet have advantage on attack rolls against you.

Level 4. As an action, you can command a

charmed or friendly creature make a weapon attack or cast a cantrip. Once you have used this ability, you can't use it again until you complete a short rest. You can no longer take the Attack, Help, or Use an Object actions.

Level 5. You become incorporeal or a bodiless vapour that can possess creatures.

Path of the Mentalist

Those who dare to defy the natural order can have secrets doors of the mind unlocked, revealing unnatural psychic abilities that are beyond mortal control. Those that have dealings with the unholy and unnatural can progress down this path.

Flaw. “Sharing knowledge and revealing secrets makes me feel ill.”

Level 1. You know the *minor illusion* cantrip. Only one creature in range can see or hear the illusion Intelligence is your spellcasting ability for this spell and others spells gained from this path. You have disadvantage on saving throws against the charmed condition.

Level 2. You can cast the *command* spell once, regaining your ability to do so after a long rest. You experience terrible nightmares and must succeed on a DC 8 Wisdom saving throw to take a long rest.

Level 3. You can cast the *detect thoughts* spell once, regaining the ability to do so after a long rest. You project your emotions and intentions outward, giving yourself disadvantage on Charisma (Deception) and Dexterity (Stealth) checks.

Level 4. You regain the spells granted by this path after a short rest in addition to a long rest. The DC of the saving throw needed to take a long rest increases to 13. If you fail by 5 or more you take 14 (4d6) psychic damage.

Level 5. Your head distends as your brain increases in size. You might become an aberrant creature.

Path of the Seer

Crimes of blasphemy against faiths lead to this path. Those who find themselves on this path are often corrupted leaders or fallen religious figures, those who have betrayed their faith. The Dark Powers reward them with unnatural wisdom and knowledge of hearts of others at the cost of their sight.

Flaw. “I can see the hate in people.”

Level 1. You have advantage on passive Wisdom (Insight) checks but disadvantage on passive Wisdom (Perception) checks.

Level 2. You have a visions of the future that trigger when confronted with important choices. Visions lasts 1d4 minutes, and you are incapacitated while having the vision. You must succeed on a DC 12 Wisdom saving throw to prevent a vision. After

having a vision you can modify the future based on your foreknowledge; during the next hour you can reroll a single d20 roll and must take the new roll.

Level 3. You gain blindsight 10 feet but automatically fail Perception checks to see creatures or objects farther than 100 feet away.

Level 4. You can cast *detect thoughts* once, using Wisdom as your spellcasting ability. You regain your ability to cast this spell after a short or long rest. You have disadvantage on all Wisdom (Perception) and Intelligence (Investigation) checks that rely on sight.

Level 5. You become permanently blinded but gain blindsight 60 feet

Path of the Serpent

Vile liars and tricksters fall prey to this path: those that turn their back on what they believed or sell out their confidants. They often commit these crimes for a profit, valuing money more than people. The Dark Powers reward them with a literal forked tongue, gradually making the creature cold blooded and reptilian.

Flaw. “I audibly hiss while telling the truth or making a fair deal.”

Level 1. You can gain advantage on a Charisma (Deception) or Dexterity (Stealth) check, but have disadvantage on Strength checks and saving throws for 1 minute. Once you use this ability you must complete a short rest before you can use it again.

Level 2. Your bite is a natural weapon that deals 1d6 piercing damage. You must always carry gold or other coins on your person, with a minimum value of 20 x your level. You take 7 (2d6) psychic damage each hour that you lack coins of the appropriate value.

Level 3. Your bite attack becomes poisonous. When you hit a creature with your bite attack, the target must make on a DC 13 Constitution saving throw, taking 4 (1d8) poison damage on a failure, or half as much damage on a successful save. You can only eat living creatures, such as mice or rats. Food that has dead for more than 10 minute offers no nourishment.

Level 4. Your skin is scaly and reptilian. While not wearing armour your AC is 15 + your Dexterity modifier. You must make a DC 16 Wisdom saving throw to spend or give away coins or other valuables.

Level 5. You become a reptilian creature like a lizardfolk or weresnake.

Path of Vermin

This path leads from blasphemous actions against the natural order. Cultists for foul religions or inhuman beings can find themselves on this path, as well as those who defile holy sites or rob from the dead. As the corrupted creature is acting inhuman,

they're given influence over the lowest of creatures.

Flaw. “Regardless of how often I bathe, I smell foul and attract insects.”

Level 1. By consuming a handful of insects or spiders your saliva becomes poisonous. Creatures that ingest your saliva must make a DC 12 Constitution saving throw, taking 7 (2d6) poison damage on a failed save, or half as much damage on a successful one. The vermin bites you as you eat them, dealing 5 (2d4) piercing damage.

Level 2. You have advantage on saving throws against poisons and disease. You must consume 1 lb. of rotting meat each day or gain 1 level of exhaustion.

Level 3. Insects crawl across your body. You can hurl a handful of vermin as a thrown weapon with a normal range of 10 feet and a long range of 30 feet. Creatures hit by the insects take 7 (2d6) piercing damage and must succeed a DC 14 Constitution saving throw or become poisoned for 1 minute. You have disadvantage on all Charisma checks (except for Intimidation) and all ability checks related to hearing.

Level 4. Insects move and write underneath your skin, emerging then burrowing below. When you are injured, insects erupt from wounds. Creatures within 10 feet that deal piercing or slashing damage to you must make a DC 15 Dexterity saving throw or take 9 (2d8) poison damage. You gain vulnerability to piercing and slashing damage.

Level 5. You become a being of vermin or a large insectoid creature.

Fear and Horror

The player characters might be brave heroes, but they're not immune to fear. Their bravery comes in acting despite their growing terror. But even the bravest of heroes sometimes become frightened, especially when confronting the unknown and wholly unnatural.

RAVENLOFT is a world of fantasy and gothic horror. Because fear and horror are such important themes of the campaign, greater attention needs to be paid to the differences between the two. Rules for Fear and Horror are in the Adventuring Options section in Chapter 9 of the *Dungeon Master's Guide*.

Fright

Also known as shock, panic, or terror. Creatures feel fear when in physical danger—even if the danger is only implied. A situation that puts a character or their bond in jeopardy is frightening.

Many factors influence the need for a fear saving throw. If the nature of the enemy is unknown or

the player character feels unprepared to confront their foe, then a saving throw against fear might be appropriate. If the player character is facing a foe that previously defeated them, they might also become scared. A surprise attack can also be frightening, especially in a location thought safe.

Horror

Also described as repugnance, revolt, or dread. Creatures feel horror when not physically threatened. Typically, a place or event is horrifying. A situation that makes a character question their ideals or bonds is horrifying.

Horror saving throws are typically required when a creature enters a horrifying area or when a horrifying detail is first noticed. Creatures can feel horror when confronted with extreme violence or the supernatural. Encountering something that seems impossible or defies logic is also horrifying.

Horrific events are less clear-cut than frightening events. Horror does not need to be overt or obvious, and a subtle wrongness can be just as horrifying as a dramatic revelation. The horrifying nature of some encounters is darkly ironic, as the truth of events and the assumed reality are opposites. Finding a dead body is unnerving, but finding one in a perceived safe haven is horrifying. Having a monster threatening to eat you can be frightening, but discovering stew you just ate was made from people is horrifying.

Madness

Individuals willing to risk their lives fighting monsters more powerful than themselves are often not entirely sane, but the stresses of facing the legions of the night can take their toll on the most stable of monster hunters. Many champions descend into madness and end their days battling far more personal demons.

Below are a number of new indefinite madnesses that can be taken in place of the ones from the *Dungeon Master's Guide*.

New Madness Effects

d20	Effect (lasts until cured)
1	Obsession, Individual. <i>"We belong together."</i> You are convinced someone is your soulmate, the reincarnation of your lost love, or the best friend you always wanted.
2	Obsession, Object. <i>"It brings me luck."</i> You believe a mundane object is responsible for all your success and without it you are nothing.
3	Obsession, Activity. <i>"I have to do it ten more times."</i> You feel compelled to perform a rite or routine every day or you become anxious, possibly to the point of panic.
4	Self-Flagellation. <i>"I deserve to suffer."</i> You punish yourself for slight failures, either physically or mentally.

5	Phobic. <i>"Get it off me, get it off me!"</i> You have a crippling fear of something. Roll 1d10:
1	a type of animal (snakes, dogs, spiders, rats)
2	heights
3	fire
4	open spaces
5	closed spaces
6	thunder & lightning
7	flying
8	germs or dirt
9	injury
10	clowns
6	Multiple Personalities. <i>"I didn't do it, they did."</i> You have 1d4 extra personalities, each with their own personality traits, flaws, and ideas.
7	Eating Disorder. <i>"I hate how I look."</i> You over or under eat, having negative perceptions of your figure that are likely not true.
8	Depression. <i>"Why bother?"</i> You are depressed to the point of being unmotivated, pessimistic, and possibly even suicidal.
9	Destined for Glory. <i>"I was born for great things."</i> You are convinced you have a special destiny, perhaps even a unique power.
10	God's Chosen. <i>"I have heard Her voice."</i> You believe your god talks to you, and has plans for you.
11	Sadist. <i>"Pain brings out the truth."</i> You enjoy personally inflicting physical pain on other creatures.
12	Imposter Syndrome. <i>"I don't deserve this."</i> You believe you are unworthy of something, and at any time it will be taken away.
13	Absolute Morality. <i>"You're either my ally or an enemy."</i> You view the world in absolutes, typically good and evil, with no middle ground.
14	Masochist. <i>"There is beauty in agony."</i> You enjoy experiencing pain and other discomfort.
15	Fascination. <i>"Look at the way it catches the light. Beautiful."</i> You are enraptured by the sight of something, finding it difficult to look away. Roll 1d8:
1	fire
2	gems
3	blood
4	mirrors
5	books
6	death
7	attractive individuals
8	gold
16	Graphomania. <i>"The words have to come out."</i> You are compelled to write things down. If no paper is available you turn to the walls, furniture, or skin.
17	Traumatized. <i>"I relive it every night, every time I close my eyes!"</i> You cannot stop remember a terrifying event, possibly becoming emotionally numb.
18	Antisocial. <i>"They'd do the same to me, I just did it first."</i> You are unconcerned with the feelings of other, being manipulative, aggressive, or amoral.

- 19 **Hallucinations.** “*Stop it! Stop whispering to me!*” You either see or hear things that are not there.
- 20 **Delusional.** “*It’s true, I know it is.*” You completely believe something is factual despite not being so, such as believing you have abilities or skills you do not possess.

Treating Madness

In addition to magical remedies, there are there are mundane treatments for recovering from madness.

After fourteen days of downtime spent being treated for madness you can make a DC 15 Wisdom or Charisma saving throw (your choice). A successful save puts the madness into remission: you no longer suffer any ill effects, but if you fail another saving throw against a madness effect the madness returns. If you continue to rest and succeed on a saving throw while your madness is in remission you are cured.

You need to be in a safe and comfortable location to treat a madness through downtime. Being in a dungeon or other hostile environment imposes disadvantage on the saving throw, while being in an asylum or hospice grants advantage. Madness can't be treated while in an alien or inhuman environment.

Variant: Instability Condition

For campaigns where madness inducing elements are commonplace and the threat of insanity is a continual theme, the existing madness rules might be lacking, not allowing for a gradual descent into madness.

Instability Levels

Level	Effect
1	—
2	Gain a short-term madness
3	Gain a short-term madness (duration doubled)
4	Gain a long-term madness
5	Gain a long-term madness (duration doubled)
6	Gain an indefinite madness

With this optional rule, failing a saving throw against a madness inducing effect does not cause insanity but instead you suffer one or more levels of instability. If you already have one level of instability and suffer another effect that causes instability, your current level of instability increases by one.

A *lesser restoration* spell removes one level of instability. A *greater restoration* spell or more powerful magic removes two levels of insanity.

Mistways

The Mists bordering the known lands can displace travellers who venture within. Travel through the mists is random and unpredictable: sometimes nothing happens to folk who wander into the Mists

and sometimes interlopers are swept away to distant lands. However, there are a few paths through the Mists that connect lands allowing repeated travel. These are known as “mistways”. Some mistways allow travel in both directions, while some only work one way.

Following a mistways requires a Wisdom (Survival) check to navigate the mists, the difficulty of which depends on the reliability of the mistway. Excellent reliability mistways are DC 12, moderate reliability mistways are DC 15, and poor reliability mistways are DC 18.

Failure indicates the journey either takes longer than expected (by days or even weeks, although the delay might vary between the traveller and the larger world) or leads to an unintended destination, such as a different land or a different location in the expected domain.

Resonance

Resonance is the memories of the land. Places of resonance are the result of actions fuelled by intense emotions that were so dramatic that they imbuing an area with their memory. Areas of resonance are often places of great importance, places of tragedy, or sites of either great evil or heroism.

Rank

Instances of resonance are given a rank, ranging in intensity from 1-5.

A resonance fills an area with a maximum radius of 50 feet times its rank, but resonances can be smaller. Resonances are typically spherical, but some have been known to fill a corridor or other irregular shape, so long as the total area does not exceed the maximum. The effects of a resonance can sometimes pass through walls and other barrier, but most resonances are confined to natural borders of the area, such as a single chamber or a forest glade, and don't extend beyond this area.

A resonance's rank acts as its proficiency bonus: any effects caused by the resonance that require a saving throw have a DC of 11 + rank, and the attack modifier of a resonance is equal to its rank + 3.

Type

Dramatic actions burn themselves into reality creating an overlap between the mortal world and adjacent planes. Each place of resonance is imbued with a focal emotion such as fear, sadness, or desire. In a resonance, related emotions are intensified.

Fey

Strongly tied passions and rage, when someone enters an area of fey resonance they experience

unfamiliar urges and foreign feelings. A site of a great tragedy, such as a betrayal or murder, might fill visitors with an inexplicable rage, agony, or sadness.

Fey resonances are mental and lack the visual cues of other resonances. Discerning the cause or background of a fey resonance is often difficult, as the only evidence are emotions. A few fey resonances take control of living creatures, as if they were possessed by the spirits of the dead. Possessed creatures re-enact the events that led to the creation of the resonance, only this performance is frequently exaggerated and distorted. If multiple creatures are possessed their actions might appear contradictory and their conversations fragmented. Possessed creatures are also not bound to replay the same event again and again, and can interact with other creatures or reinterpret the originating event with slight variance.

Umbral

Connected to the world of shadows and despair, areas of shadow resonance drains the joy and vitality from those inside.

Patches of shadow resonance appear dark, with muted colours and menacing gloom. Phantasms and a subtle wrongness pervade shadow resonances: walls seem to shift, strange sounds echo, shadows move, and creatures see their inner fears out of the corner of their eyes. No creature perceives an area of shadow resonance the same way, and all bring their own fears and darkness to the resonance. The figments for a powerful shadow resonance will sometimes become solid

Stories of places touched by a shadow resonance tend to spread and grow, quickly becoming legends. The curious come and expect horrors, and are greeted by those same imagined terrors. Very often the source of a shadow resonance becomes lost and forgotten, buried under myth and rumour.

Spiritual

Spiritual resonance overlaps with the ethereal plane, the ghostly realm of the recently dead. These areas of resonance are typically created by the death of a creature or similar tragedy. Spiritual resonance is frequently mistaken for a haunting, but there is no single spirit that needs to be put to rest.

Also known as ethereal resonance, this variant is typified by ghostly, insubstantial figures continually re-enacting the scene that created the resonance. Phantom objects might also appear, presenting the area as it looked when the originating event took place. The timing of the replaying of events varies between instances, sometimes happening when new observers enter the area or occurring on a daily

basis. Some weaker resonances only repeat on the anniversary of the incident.

Creature and objects created by a spiritual resonance are treated as difficult terrain. Incorporeal or ethereal creatures, such as ghosts, treat instances of spiritual resonance as solid objects and can't pass through them. Creatures inside an area of spiritual resonance are lightly obscured.

Sinkholes of Evil

When acts of darkness spawn a resonance the imbued evil causes the area to become spiritually unclean, the very soil has been corrupted by the triggering deed. These areas of malevolence resonance are known as "sinkholes of evil". Only the most malicious of deeds creates a sinkhole of evil, and they're typically created through prolonged depravity and suffering, evil actions committed again and again in the same location. Occasionally, a sinkhole is created through single action, but it's rare for one deed to impart enough negative emotions and evil. These sinkholes are the sites of an act of ultimate darkness or the creation of a darklord.

Non-evil creatures that enter a sinkhole of evil must make a Charisma saving throw. One a failure the creature gains vulnerability to necrotic damage. Undead and fiends that enter a sinkhole gain resistance to radiant damage. Spending an extended time in a sinkhole of evil can also drive a creature insane, and taking a long rest in a sinkhole is cause for a saving throw against madness. Many sinkholes of evil have other effects, often mimicking the hallow spell.

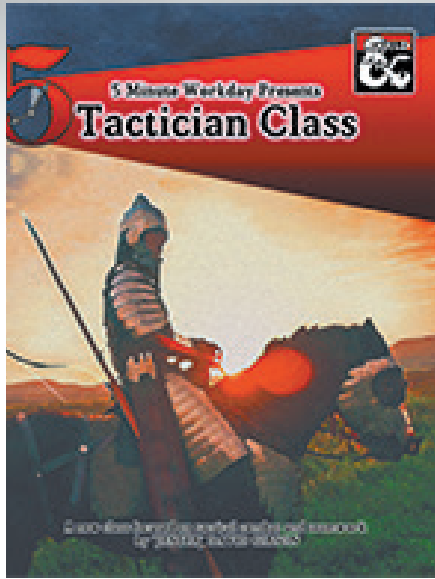
Destruction

A steady supply of emotion is needed to sustain a resonance. If the sustenance of a resonance is cut off it will weaken and slowly begin to dwindle away.

Creatures don't need to be in close proximity to resonance to feed it and can be miles away. Many resonances are maintained through repetition of their story: recitations of the incident that led to the creation of the resonance. So long as people talk about a particular tragedy, gossiping or frightening children with the tale, the resonance will continue. Because tales of tragedy and horror spread more rapidly, resonances with negative emotions last longer while happy resonances spawned by acts of love or romance slowly shrink until the fade away.

A resonance can survive without the relevant emotions for a number of months equal to its rank. If the appropriate emotion is absent, the resonance's rank is permanently reduced by 1. Once its rank reaches 0 the resonance melts away into nothing.

Also by 5 Minute Workday



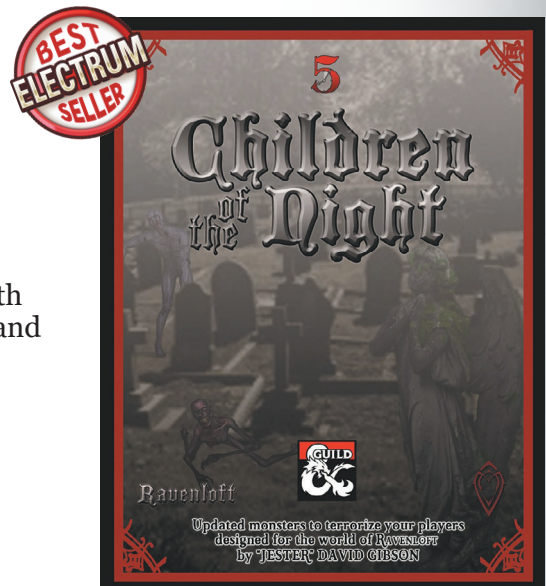
Tactician Class

Inspired by the 4th Edition warlord, this class mixes intelligence with martial skill and teamwork.

In addition to the base class there are seven subclasses including the healing surgeon, the sneaky guerrilla, and the battle directing marshal.

Children of the Night

Over sixty-five RAVENLOFT monsters updated to 5th Edition, with variant rules for monster allergens and salient abilities for liches, ghosts, and vampires!



Treasure & Art Objects

Skip the generic piles of coins with these tables of new art objects, ranging in value from a mere 25 gold pieces to over 7500 gp!

Items of Wonder

Over seventy new magical items for your campaign along with additional item properties, attunement requirements, and more!

